NINTENDO · SEGA · NEC · ATARI · IBM · APPLE · COMMODORE · AMIGA

VideoGames & Computer Entertainment®

FDC 50080

U.S.A. $3.95
Canada $4.50
U.K. £2.95

January 1992

IT CAME FROM THE DESERT

YOU'LL CRY UNCLE!
YOU'LL CRY ANT!
YOU'LL JUST CRY!
NEC BRINGS
IT CAME FROM THE DESERT
TO THE TG-16

MAPS AND TIPS:
Sega's *Phantasy Star III*, Part I



Nintendo's *Star Tropics*, Part II

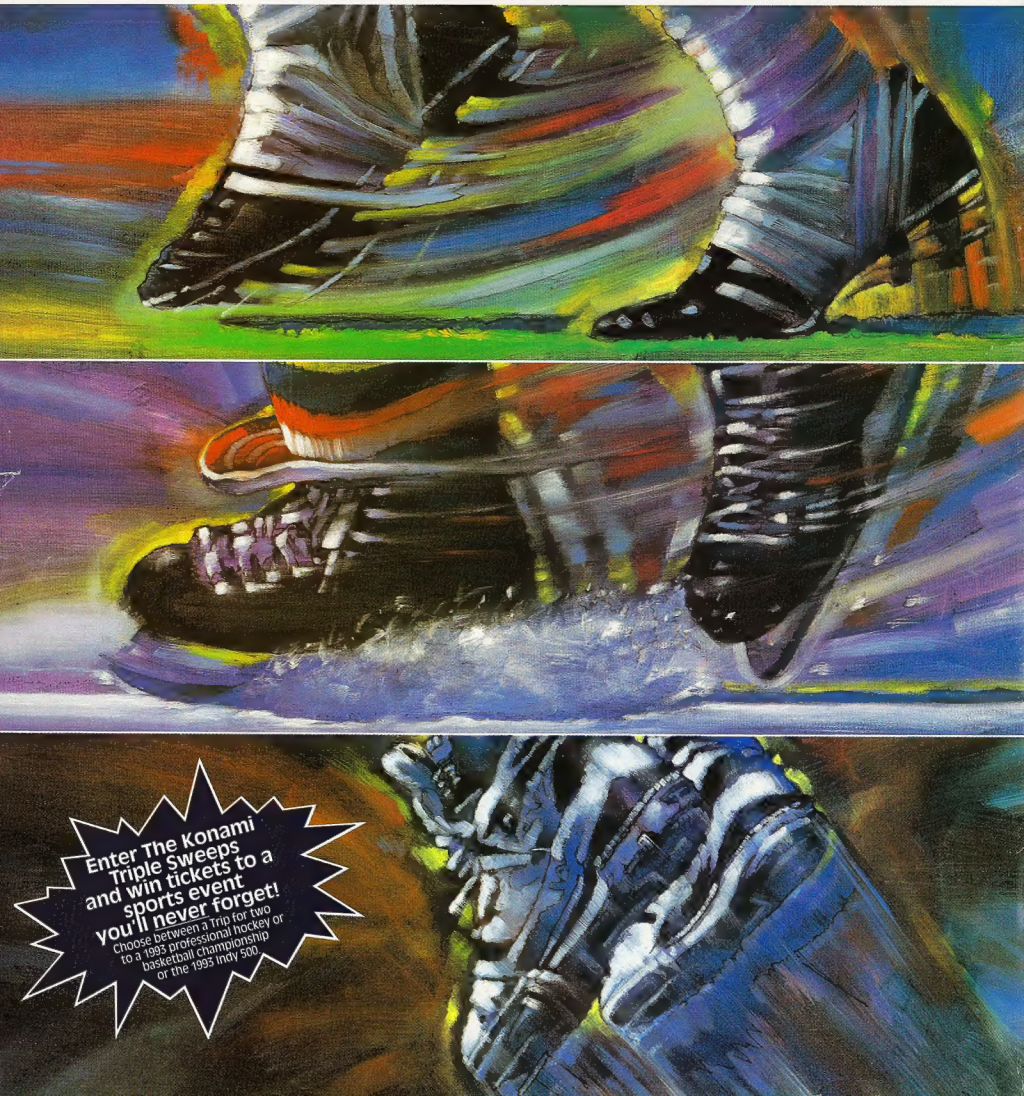


Overviews of Hockey and Mystery Games

In-Depth Tech Talk on the SNES

01
0 74369 50080 8

PUT YOURSELF IN THEIR SHOES.

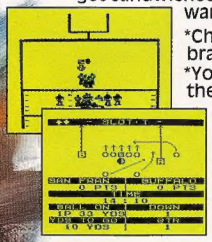


Enter The Konami Triple Sweeps and win tickets to a sports event you'll never forget!

Choose between a Trip for two to a 1993 professional hockey or basketball championship or the 1993 Indy 500.

IT'S CRUNCH TIME

Lace up the cleats and pull down the helmet. You're about to get sandwiched by the most realistic assemblage of gridiron warriors this side of the Super Bowl.



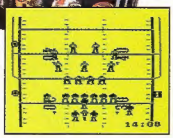
*Choose from 28 franchises in this 11 vs. 11 player brawlfest.

*You're in complete control when gunning for the goal posts. Use bootlegs, laterals, post patterns, and bombs to blow you over the adversary and into the end zone.

*Gut check football at its nastiest when you're on defense. Blitz, pick off passes, and cut down the quarterback.

*Use Game Link™ to take on a friend or play a competition crushing computer.





BUCKLE ON YOUR BLADES

You're about to skate into a whole new arena. The NES™ classic, Blades of Steel®, has just made a power play into your Game Boy®.



*Choose between eight of the nation's hottest teams: Chicago, Los Angeles, Vancouver, Montreal, New York, Edmonton, Minnesota and Toronto.

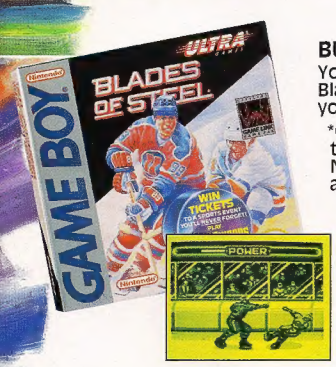
*Face off on either Junior, College or Pro levels.

*Hone your fighting, slap shooting, and goal tending skills in the practice mode.

*Penalty shots and sudden death overtimes are common in your quest for the cup.

*Win a trip and tickets to a Pro-Hockey championship playoff game.





PUMP UP THE HIGH-TECH HI TOPS.

Get ready for high flying, profiling pro hoops! All the rim rockin' action of this NES™ classic is stuffed into an intense 5 on 5 test of Game Boy hang time.





*Watch the cameras zoom in when you go airborne to dunk.

*On offense you can pass, free throw, jump shoot, and drive the lane against eight tenacious teams, each with different strengths and weaknesses.

*If you hope to hold your own on defense you must master rebounding, and stealing.

*Play against the computer, or use the Game Link to force feed the ball to a friend.

*Choose from three challenging levels of difficulty.

*Win a trip and tickets to a Pro-Basketball championship playoff game.



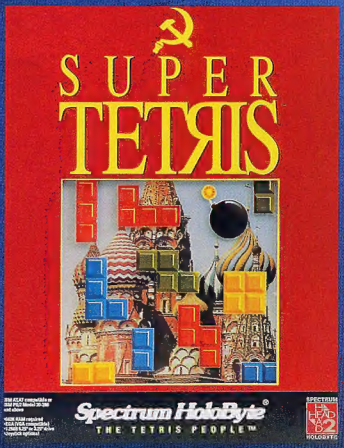
Available December 1991.



KONAMI®

Trips include coach all-fare, two nights hotel and $500.00 spending money. No purchase necessary. See game paks for details. Sweepstakes ends July 27, 1992. Valid in USA and Canada (except Quebec). Void where prohibited. Sweepstakes offer valid only on Double Dribble® 5 on 5™, Blades of Steel® and World Circuit Series™ Game Boy games.Sweepstakes available dependent on timely release of games. Not sponsored by Nintendo. Konami® is a registered trademark of Konami Co., Ltd. Ultra® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation. Double Dribble® - 5 on 5™, and Blades of Steel® are registered trademarks of Konami, Inc. Nintendo®, NES™, Game Boy®, and the official seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Team names and logos are the registered trademarks of the NFL and teams depicted. NFL™ is a registered trademark of the National Football League. © 1991 Konami, Inc. All Rights Reserved.

CIRCLE #101 ON READER SERVICE CARD.



SUPER CHALLENGING. SUPER ADDICTIVE. SUPER TETRIS.

It's here. The super sequel to best-selling Tetris, the most addictive computer game ever devised. Super Tetris™ is even more challenging because it comes with a blockbusting twist—bomb pieces that help you blast your way down to the bottom of the pit and discover treasures. Super Tetris. Just when you thought you'd broken the habit.

Spectrum HoloByte®

THE TETRIS® PEOPLE

A Division of Sphere, Inc. 2061 Challenger Drive, Alameda, CA 94501

Available for IBM and Mac/MacII. For Visa/MasterCard orders call 24 hours a day, 7 days a week: 1-800-695-GAME (Orders Only)
For technical questions call: 1-510-522-1164 (M-F: 9am–5pm PST)

Super Tetris is a trademark and Tetris is a registered trademark of V/O Electronorgtechnica.

CIRCLE #102 ON READER SERVICE CARD.

Cover: Originally released as a computer title by Cinemaware, *It Came From the Desert* will be reintroduced by NEC as a CD game for the TurboGrafx-16. Turn to page 42 for a review of this exciting game.

Cover Art: Johnee Bee

Contents





JANUARY 1992

FEATURES

94

PHANTASY STAR III PLAYER'S GUIDE, PART I

by Clayton Walnum

Our outer-world guide will help you solve the mysteries of the twin moons and how to make it through the first-generation quest.

108

EVERYTHING YOU WANTED TO KNOW ABOUT THE SNES

VG&CE helps you unravel the technical enigma that shrouds the Super Nintendo Entertainment System.

114

STAR TROPICS PLAYER'S GUIDE, PART II

by Clayton Walnum

Get your submarine cranked up and head out to the high seas. Join us as we explore the West Tunnel, Hermit's Mountain, the Whale Maze and more!



124

SKATING ON ELECTRONIC ICE

by Bill Kunkel

Video games based on ice hockey have been around as long as baseball and football titles, but are usually overshadowed by the more popular sports. This survey will provide you with a comprehensive guide of electronic hockey simulations.

132

HOLY HOLOGRAM!

by Bill Kunkel

Take a look at the possible future of video games. Sega's Time Traveler *could be the first step toward virtual reality games.*

136

GAMERS LOVE A MYSTERY

by Arnie Katz

Mystery adventures have become the third most common theme for entertainment-computer software. Join Arnie as he opens the doorways to electronic espionage.

DEPARTMENTS

EDITOR'S LETTER 6
READER MAIL 10
TIP SHEET 16
NEWS BITS 22
EASTER EGG HUNT 32
GAMING ON THE GO 80
DESTINATION ARCADIA 102
FANDANGO 134
INSIDE GAMING 144
ADVERTISER INDEX 152
COMPUTER STRATEGIES 166

REVIEWS & PREVIEWS



42

VIDEO-GAME REVIEWS

It Came From the Desert, Cyberball, Wanderers From Ys, John Madden Football, Master of Monsters, F-15 Strike Eagle, Super Ghouls 'n Ghosts, Ultimate Air Combat, Rampart, Super Castlevania IV, Bill Laimbeer's Combat Basketball, Darkwing Duck, Space Shuttle Project, The Immortal, Paperboy 2, Tiny Toon Adventures, True Golf Classics: Waialae Country Club *and* Rolling Thunder 2.

146

COMPUTER-GAME PREVIEWS

Are We There Yet?, Elvira II: Jaws of Cerberus, The Games: Winter Edition, SimAnt *and* The Immortal.



150

COMPUTER-GAME REVIEWS

Wing Commander II: Vengeance of the Kilrathi, Rules of Engagement, Tony La Russa's Ultimate Baseball, Secret Weapons of the Luftwaffe, AD&D: Gateway to the Savage Frontier, Knights of the Crystallion, The Terminator, MegaTraveller 2: Quest for the Ancients *and* TimeQuest.

VIDEOGAMES & COMPUTER ENTERTAINMENT is published monthly by L.F.P. Inc., 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Copyright ©1991. All rights reserved. Nothing may be reproduced in whole or in part without written permission from the publisher. Return postage must accompany all manuscripts, drawings, disks, etc., if they are to be returned, and no responsibility can be assumed for unsolicited materials. All rights reserved on entire contents. U.S. subscription: $26.95 for 12 issues. Foreign subscription: Add $10 per year. Single copy $3.95. Change of address: Six weeks advance notice and both old and new addresses are needed. POSTMASTER: Send change of address to VIDEOGAMES & COMPUTER ENTERTAINMENT Magazine, P.O. Box 16927, North Hollywood, CA 91615. Application to mail second class is pending at Beverly Hills, California, and additional mailing offices. Address all advertising materials to Debby Eden—VIDEOGAMES & COMPUTER ENTERTAINMENT Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210; (310) 858-7155. Nintendo is a Registered Trademark of Nintendo of America, Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp. NEC is a Registered Trademark of NEC Technologies, Inc.

VideoGames & Computer Entertainment®

Published by L.F.P. Inc.

Executive Editor
ANDY EDDY

Art Director
CATHERINE ANN RUNDELL

Associate Editors
DONN NAUERT
MICHAEL DAVILA

Assistant Art Director
BRIAN ERIK SPIELVOGEL

Computer Entertainment Editor
ARNIE KATZ

Computer Entertainment Associate Editor
BILL KUNKEL

News Editor
JOYCE WORLEY

Contributing Editors
CLAYTON WALNUM
CHRIS BIENIEK
JUNTA KASHIWABARA/SHOGAKUKAN (JAPAN)
JULIAN RIGNALL/EMAP IMAGES (ENGLAND)

Copy Chief
KIM TURNER

Copy Editor
PHILIP SANGUINET

Editorial Assistant
TAMMIE L. CUSHMAN

Computer Graphics Department
DAVID BUCHANAN
QUITA SAXON
LEITA WICHMAN

Vice-President, Production
DONNA HAHNER

Production Coordinator
GREGORY ROSATI

Research
DAVID MOSKOWITZ

National Advertising Manager
JAY EISENBERG
JE PUBLISHERS' REPRESENTATIVE

Address all inquiries:
3415 S. Sepulveda, Suite 520
Los Angeles, CA 90034
(310) 572-7272
Fax: (310) 572-7284

Advertising Production Director
MAGGIE CHUN

Advertising Production Coordinator
NICK FAIGIN

Vice-President, Sales and Marketing
JIM GUSTAFSON

Corporate Advertising Director
DEBBY EDEN

Vice-President, Client Relations
VINCE DELMONTE

Subscriptions Director
IRENE GRADSTEIN

For subscription information call
(818) 760-8983.

The Audit Bureau

Editorial Offices
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210
(310) 858-7155
FAX: (310) 274-7985

This magazine is biodegradable.
Please recycle.

LETTER From the EDITOR

happy new year to you all! Indeed, 1992 is a new year, a year that will see an explosion of CD-based systems and peripherals to the market. Already, we've seen the TurboGrafx-CD Player become the first foray into CD home entertainment—though I don't want to ignore the strides of such companies as Reactor, makers of *Starship Warlock*, and "games" like *Cosmic Osmo* and *The Manhole* for computers.

We also can't ignore the brewing competition between Commodore's CDTV and Philips' CD-I (compact disc interactive), a battle that Magnavox will soon be entering as well. Both show signs of expanding the horizons of what CD can do in both entertainment and educational applications like this. However, mainstream video-game units employing CD as the storage medium will proliferate this year. Nintendo is expected to release the fruits of its partnership with Philips, a CD-ROM unit for the SNES. Sega is also expected, and will likely be using the January Winter Consumer Electronics Show as a launch point, to start selling the Genesis-compatible CD-ROM in a few months. And Sony is readying its PlayStation, an SNES-compatible CD console (though it won't be compatible in format with CDs for the Nintendo/Philips unit). Busy times for CD gaming.

The other system of note, at least from the department of "rumors likely to come true," is the U.S. release of the Duo, a merging of the PC Engine (Japan's TurboGrafx-16) and CD-ROM in a compact unit. There is very strong contention that it could appear as soon as this summer, but it's all speculation at this point. You'll certainly read about it in VG&CE when it does happen.



While this is all very exciting, that these companies are upping the ante and keeping apace of *rapidly* advancing technology, there is one thing that needs to be considered: What price CD? How much will people pay for a larger "gas tank" for game storage? How low will these companies go in getting the hardware into our homes?

My view is that, like the resistance that was noted in many newspapers on the release of the more-expensive and incompatible SNES, the manufacturers will have to make incredible sacrifices in order to get this vital technology to sell. Rumor is that Sega and Nintendo both will have a hard time getting the shelf price of their respective CD systems under $500. There, my friends, is where the problem lies. Too many people will say, "But it's just for games!" then turn and walk away.

I don't have the answers—not yet, at least—but keep your eye on VG&CE for the skinny on this impending situation. And thanks for reading.

—Andy Eddy, Executive Editor

A Double Dragon Explosion! For your NES™ and Game Boy®.

The intense street fighting action of the Double Dragons now comes in 3 blockbuster games for your NES™ and Game Boy®!

In the all-new Double Dragon II for Game Boy, Billy Lee has been framed for a crime he didn't commit. Battling side by side with his brother Jimmy, they must take on the lethal Scorpion gang to prove his innocence.

The Double Dragon martial arts legend continues to grow in Double Dragon II and Double Dragon III for your NES. Based on the arcade smash hits, these games deliver the most incredible street fighting moves and weapons available to video gamers... a true nonstop Double Dragon explosion!



Double Dragon II: The Revenge™ TM & © 1989 Technos Japan Corp. Licensed to Tradewest, Inc. Licensed exclusively to Acclaim Entertainment, Inc. All rights reserved. Double Dragon III-The Sacred Stones™ is a trademark of Technos Japan Corporation. © 1990 Technos Japan Corp. Nintendo®, Nintendo Entertainment System®, Game Boy®, Game Link® and the official seals are trademarks of Nintendo of America Inc. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1991 Acclaim Entertainment, Inc. All rights reserved.

CIRCLE #103 ON READER SERVICE CARD.

Get a Better Grip on Reality

Play True Golf Classics with the Power of Polysys!



TRUE GOLF CLASSICS™

Step up to True Golf Classics. A breakthrough, 3-D golf simulation made possible with the power of Polysys. With 16-bit digitized graphics. A full, 360-degree view. And action so real, you'll never take your eye off the ball.

Take It On Tour.

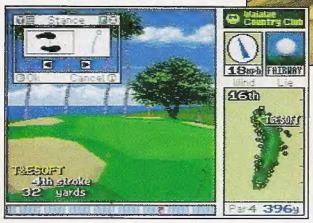
Forget those fantasy holes other games dream up. True Golf Classics takes you out to an actual PGA course: Waialae Country Club, home of the United Hawaiian Open.

Nothing Else Even Comes Close.

It takes a true stroke of genius to make a golf game this easy to learn yet so challenging to master.

Greater Control: Hit big off the tees. Blast out of the bunkers. In True Golf Classics, every ball flies, and lies, just like it would in the real game.





#18: The wind's in your face on this par 4 dogleg, so you'll need the right touch on the ball to get close to the pin.

Superior gameplay: Look at your shots from eye level or zoom up to the overhead view. Use the 3-D grid to get an accurate read on how the ball breaks on the greens. Want to see how much you've improved? True Golf Classics updates your handicap after each tournament round.





#10: Play it straight off the tee on this 347 yard par 4. Break out your driver to set up an easy approach shot.

#7: A tough par 3, with multiple bunkers and three-level green. You'll have to fine tune your stance to stay off the beach.





Official Waialae scorecard includes the course layout to help you map out your round. And the built-in Battery Backup tracks your stats and saves your game--so you can quit when you want and pick up where you left off.

True Golf Classics. It's true golf reality. Down to a tee.

The Ultimate Reality
Win a week for two in Hawaii in the True Golf Classics Sweepstakes!*
(See the True Golf Classics package for more details.)



T&ESOFT™

TRUE GOLF CLASSICS™

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY Nintendo

*NO PURCHASE NECESSARY. VOID WHERE PROHIBITED. NOT SPONSORED BY NINTENDO. ENTRIES MUST BE RECEIVED BEFORE OCTOBER 31, 1992.TRUE GOLF CLASSICS AND T & E SOFT ARE TRADEMARKS OF T & E SOFT OF AMERICA, INC. WAIALAE COUNTRY CLUB IS A REGISTERED TRADEMARK OF WAIALAE COUNTRY CLUB. © 1991 T & E SOFT OF AMERICA, INC.

LICENSED BY NINTENDO®. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

CIRCLE #104 ON READER SERVICE CARD.

READER MAIL

STOP DRAGON MY WARRIOR AROUND

Dear VG&CE:

I am writing in reference to your review of *Dragon Warrior 3* in the November issue. When Enix America brought out its *Dragon Warrior* series games, we did it with the intention of giving role-playing fans another choice in role-playing games. I know that this may seem hard to believe to the person that wrote the review, but we *are not* trying to make another *Ultima* game. Therefore, it is not fair to compare our game with any of the games from the *Ultima* series because they are different.

The plot was not "tacked on." A little research by your reviewer would have uncovered a story line that has been continued from game to game.

The sex of your character does make a difference. To address the part where the reviewer says that a female is referred to as a "lad" and son of Ortega is wrong. You start the game as the hero who happens to be a male and is the son of Ortega! This you cannot change. What you can change is the characters that you create to take on the journey with you!

Dragon Warrior 3 is a game that requires you to get right into the game and avenge your father's death. In games like *Ultima*, you can spend many needless hours trying to become strong enough to defeat the monster who is blocking your path. How many times has a role-playing person made it up to a high level of the game only to find out he or she is not nearly strong enough to make the move forward? Back we go to hours of fighting just to raise your levels. So with this in mind, we have created a game that allows you to achieve the levels that are vital to game play while moving to your next objective. By the time you get from point A to point B, you will have acquired enough money and experience points to continue making the game smooth and fun. Hopefully, this sheds some light on why it seems that there is a lot of combat in the game.

Let's talk about what the game does have:

The game gives you an Inn that enables you to save your game and store any weapons or money that you don't want to risk losing in a vault. It allows you to change any character for another if you want someone else in your party.

The game also allows you to make a class change at Level 20. How many times has a role-playing fanatic gotten to the higher levels of a game only to find that he or she would like to have another class of character instead? Well, now you can do just that and keep the ability of the character that you had before. You may end up with a wizard who, because he was a soldier before the change, can wield all weapons and armor. This makes for a great character.

Games cannot "only" be saved in castles. There are many spots in the game that allow you to save your progress. You are given a spell of return that allows you to return to almost any town that you have been to before. So, if you want to get a weapon or item that you have saved up for, just cast return, choose that town on-screen and, boom, you are there. This eliminates a lot of wasted time walking back and forth across the land. Yes, in case you are wondering, the form of transportation you are using goes with you as well.

In closing, *Dragon Warrior 3* offers a new adventure in the *Dragon Warrior* series. It contains two separate quests that make the game long and fun. This is one game that is worth the money. You will also receive a tip book and map along *with* the game. We at Enix America feel that the *Ultima* series games are the pioneer of role-playing games, and we give a great deal of respect and admiration to Lord British. *Dragon Warrior 3* is another option to those who like *Ultima* and other games that are role-playing-oriented. To the readers, form your own opinions on the game, even if that means renting it. To VG&CE, if you're dedicating your magazine to telling your readers the truth then make *some* effort to be thorough. Your reviewer who did this write up did not even play through the game! What kind of movie review can you give without watching the ending? Everyone knows that. Don't they?

—Robert L. Jerauld
Game Development
Enix America Corp.
Redmond, Washington

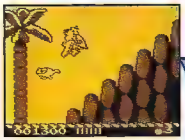
Josh Mandel, reviewer of Dragon Warrior 3, *responds: I spent in excess of 50 hours with* DW3 *with the sole purpose of giving readers an accurate view of what they could expect from the game. I had a lot of good things to say about* DW3, *but I stand by my opinion that the game*

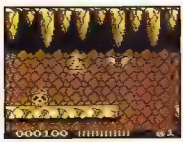
Letters to be considered for publication should be addressed to *Reader Mail*, VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received.

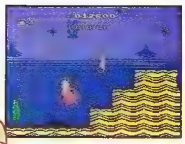
Master the Islands!

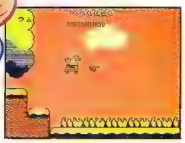














ADVENTURE ISLAND™

Princess Tina is lost and only Master Higgins can find her! Go thrashin' on your skateboard or ride powerful dinosaur steeds as you search through 8 wild and uncharted islands. You'll face poisonous spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack on! Take off on the adventure of a lifetime in these action-packed games for the NES and Game Boy!

- Crack open hidden eggs for a massive bonus or super shortcut!
- Spectacular graphics and excellent game play highlight the action!

HUDSON SOFT®

HUDSON SOFT USA, INC.
400 OYSTER POINT BLVD SUITE 515
SOUTH SAN FRANCISCO, CA 94080
(415) 871 8895

© 1991 Hudson Soft USA, Inc. All rights reserved. Adventure Island Adventure Island II and Master Higgins are trademarks of Hudson Soft USA, Inc. Hudson Soft USA, Inc. is a trademark of Hudson Soft Co., Ltd. Nintendo, Nintendo Entertainment System, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America

CIRCLE #105 ON READER SERVICE CARD

is severely overbalanced on the combat side.

While I did mention the Ultima *series in the last sentence of the review, I drew no comparisons between the two games beyond the fact that they're both CRPGs. You may not be trying to make another* Ultima, *but you are trying to make an enjoyable CRPG.* DW3*'s puzzles, dungeons and twists were clever and enjoyable (as I stated) and pulled my review strongly to the "10" side. Kudos to the designer(s) responsible for that element of the game. But the interminable combat pulled my review at least as strongly to the "1" side. For those reasons, I thought a score of "5" for playability was justified.*

Will a story line that stretches from game to game excite those who haven't played the others in the series? Continuity is great, but what's far more important is that the story of each game is compelling and complete enough to stand alone.

As for the sex of the main character, let's try this together and see if we're playing the same game. Turn it on and select "Begin a new quest." Choose an adventure log. Enter your name as prompted. I dunno about you, but now I'm prompted to choose the sex of my character. Yes? And no matter which you choose, the King, the townspeople, even your Mom thinks you're a boy!

The figures of 75% combat and 25% puzzle-solving are conservative estimates based on actual timings and are indisputable. Some players love combat, or don't care how much combat a CRPG has. Those players will read my review and understand that they have nothing to worry about—they will plainly see that the game is combat-heavy, and this won't deter them from buying DW3. *But the typical complaint against games such as the* Ultima *and* Phantasy Star *series is that there is far too much combat. For those people, again, the review clearly warns them that* DW3 *has even more combat than those other games. In any case, I've done my job by accurately pointing out how* DW3 *addresses the most common annoyance of CRPGs.*

The class change would be a terrific feature if you didn't lose all your experience points in the change. Every time you change classes, the scores of hours you've spent tediously building your character up to an acceptable level must be repeated. Not an interesting task, nor a very absorbing way to give a game added length.

You're correct in that games can be saved in a couple of surprise locations other than castles. But the trip from the castle to whence you teleported is, again, plagued by practically nonstop interruptions.

The readers of VG&CE know that this magazine is most certainly dedicated to telling the truth. That's why you won't find us brainlessly praising every single game to the skies (as you find in most other gaming magazines). I join you in urging players to rent DW3 *and decide for themselves, and I also agree that they will find the game gives them long hours of play. I just don't happen to think that all those long hours of play are necessarily long hours of fun.*



TOTALLY PLAYING GAMES

Dear VG&CE:

I'm a little bit confused. I own the NES, Super NES, Sega Master System and Sega Genesis. Recently, I've seen ads and articles about Neo•Geo, PC Engine CD-ROM, PC Engine CD-ROM^2, Super Famicom, SuperGrafx, Sega Mega CD-ROM, Power Base Converter, Sega Master System II, CoreGrafx II, Super CD-ROM, PC-GT, Mega Drive, Neo•Geo Gold, Philips/Nintendo CD-I and TGX-CD, just to name a few.

My question is about compatibility. I would like to get a TurboGrafx-16 and a Neo•Geo, and was wondering (with the exception of the handheld systems and games) what would I have to get to be able to play any game that comes out? I know that a Neo•Geo is a 24-bit system and the Super Famicom is the Japanese version of the Super NES. I also heard that it may be possible to file the cartridge slot of the Super NES to be able to play Super Famicom games on the Super NES. Is this true? Please clear up the mystery for me. I don't know what everything does, what system it works with and what the advantages are of having them. How can I get total compatibility? I need to know.

—Robert Munda
Freeport, Illinois

Unfortunately, there is no such thing as "total compatibility" in the video-game biz. We did receive a call a while ago from a company claiming to have a "universal" game console, using modules to add compatibility for new machines, but, alas, it never came to be. Chances are, if the product did reach the release stage, it would be buried in multiple lawsuits worse than anything the Game Genie went through.

The bottom line is, unless you are rich and can buy all systems, enjoy what you have.

Currently the SNES and SF are compatible, though it may not stay that way. We don't endorse sanding down the cartridge slot as it may void your warranty, but what you do with your system is your choice.

CORRECTIONS

• As will often happen in the reporting of the rapidly changing world of electronic games, *The Player's Guide to Electronic Golf* (November 1991, VG&CE) missed a couple of recent Super NES releases. HAL America's *Hole-In-One Golf* and T&E Soft's *True Golf Classics: Waialae Country Club* are two cartridges that take advantage of the Super NES' strong graphic and sound capabilities to create extremely realistic renditions of play on the links. Our regrets that these entries were neglected.

• Also, we've received a number of letters regarding some mixed-up pictures in the *Video-Game Reviews* sections of our November and December 1991 issues. Our editorial staff missed that the screen shots for *Pool of Radiance* and *The Bard's Tale: Tales of the Unknown* (both by FCI for the Nintendo Entertainment System) were swapped with each other. Our apologies for any confusion that may have resulted.

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

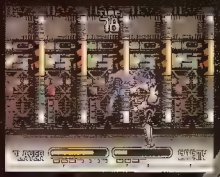
DISTRIBUTED BY
Bignet U.S.A , INC.
388 MARKET STREET SUITE-500 SAN FRANCISCO
CA94111 TEL.(415)296-3883

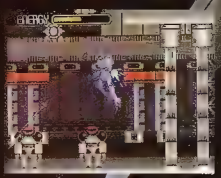
SEGA
GENESIS
16-BIT CARTRIDGE

HEAVY NOVA™

©MICRONET 1991

8 MEGA BIT MEMORY





The "Heavy Dolls" are the toughest troop in Earth's Armed Forces. Guide your robot through the training camp of these elite fighthing cyborgs.

There is only one objective——
to gain the "Heavy Nova" title which is only given to the deadliest warrior in the universe.
Can you defeat all challengers to become the Heavy Nova?

Available
December 1991

Amazingly Exciting!

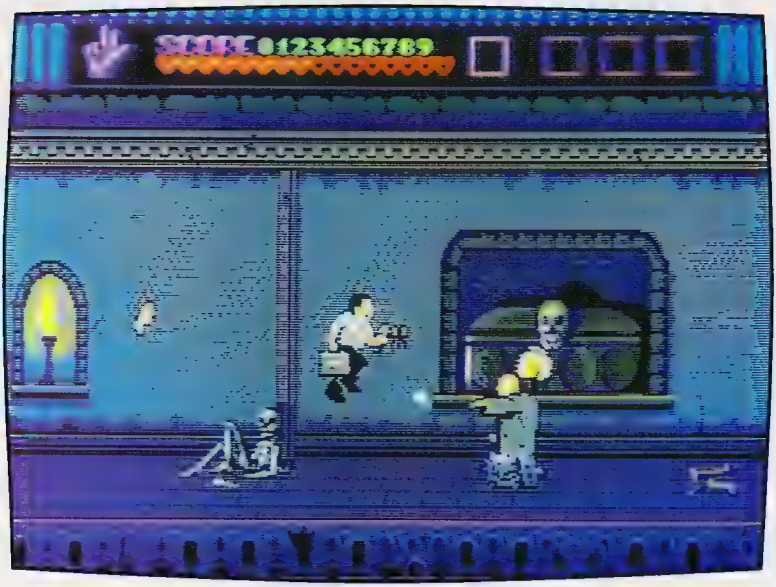
OFFICIAL SEGA SEAL OF QUALITY

Can you become the "Heavy Nova",
the strongest fighter in this whole universe?

CIRCLE #106 ON READER SERVICE CARD.

JUST TRY TO BEAT

The Addams Family™



Fester's memory is shot. And so are you if you're not careful.

AT THEIR OWN GAME.

You're Tully. You're a lawyer. And you're a goofball. At least that's what the normal all-American family, the Addams Family, thinks.

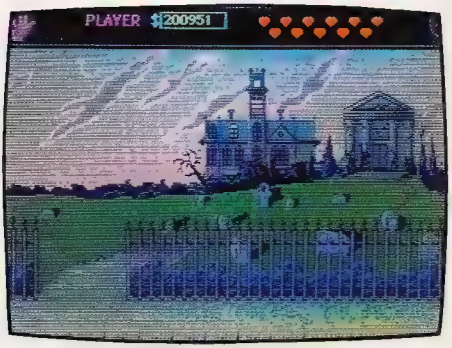
Luckily Gomez thinks you're O.K. He'll give you part of his treasure, that is, if you can outwit his eccentric clan.

Get ready for surprises as you search through their sprawling 30-room mansion. Some family members will give you clues. Some won't! But don't expect Thing™ to lend you a hand, or Pugsley, for that matter. He's got a chemical arsenal waiting in his diabolical lab. It could be an explosive situation.

In this game, the stakes are high. Defeat Gomez and the treasure's yours. If you can't beat 'em, join 'em. You might fit right in.



Gomez sharpened his sword. Fester loaded his shotgun. Thing even got a manicure. Let the games begin.



Now's the time to decide. If you want to play it safe, don't even go through the gate.





TURBO 16 GRAFX™

NEC



Free music CD+Graphics sample disc inside specially marked TurboGrafx-CD players.

Paramount

A Paramount Communications Company

THE ADDAMS FAMILY™ & ©1991 Paramount Pictures. All Rights Reserved. THE ADDAMS FAMILY Logo is a Trademark of Paramount Pictures
NEC Technologies Authorized User. ©1991 NEC Technologies, Inc. TurboGrafx™ is a trademark of NEC Technologies, Inc.

CIRCLE #107 ON READER SERVICE CARD.

Even the best players has trouble with a game now and again, but where can you turn for help? VideoGames & Computer Entertainment has designed Tip Sheet to give you, the reader, answers to questions such as, "How do I defeat the end boss on this level?" or, "I've looked everywhere, but I can't find the blue vase." So if you're having a problem on a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to:

VG&CE
9171 Wilshire Blvd.
Suite 300
Beverly Hills, CA 90210
Attn: Tip Sheet

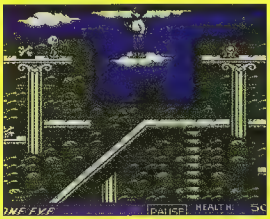


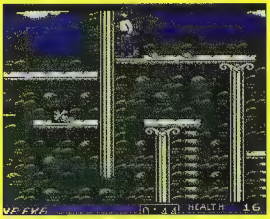
by Donn Nauert

In the game *Skull & Crossbones*, by Tengen, on Mission 6, when the arrows appear, I can't jump the last wall to meet the boss. Can you please give me some hints? Do you also know if there is a way to get extra lives or continues?

—Bogdan Vegalescu
Lakewood, Ohio

Work your way to the far right, then climb the ladders up. Once there, jump on the clouds across the top until you reach the top-left side. When you're finally able to continue to the left, you'll hit a wall. Press down to kneel, then press A to fall through the floor. After you continue to the left, you'll reach a point where you'll need to jump up to get to the top floor. Press U when you jump for an extra high leap.





I have just bought the game *Xexyz*, and I am unable to kill the boss at the end of Part 2-1 (Jeliza). They say the boss' weak spot is its forehead, but I have tried every spot I can think of with no success. Is there another star I need or something else I'm doing wrong? Please help.

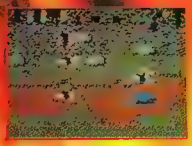
—Allene Marshall
Vero Beach, Florida

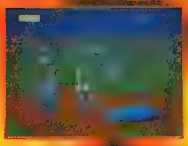
It doesn't sound like you're doing anything wrong. Maybe you're just not hitting it long enough. If you can position yourself as shown in the photo, Jeliza shouldn't be a problem.

Here are some codes that will let you do several things: The first, A2A4A6A8A0, will let you battle the flying scenes only, while BBA1357912 will let you take on each level's end boss.











"A video game to match the movie hit!. .It's almost like you're in the movie!" NINTENDO POWER, July 1991

"You'll rob from the rich and give to the poor in this extremely detailed roleplaying adventure." GAMEPRO

ROBIN HOOD
PRINCE OF THIEVES

Live the Adventure! Become Robin Hood in the fantasy role-playing adventure of your life in a game that brings all the action of the block-buster movie to your very own NES™!

Lead your band of merry men through one dangerous mission after another as you search for the evil Sheriff of Nottingham through the ancient castles and treacherous forests of medieval Britain.

Show your courage and cunning as you rescue the lovely Maid Marian and free England from tyranny!

Virgin® GAMES



Robin Hood: Prince of Thieves™ characters and all related indicia are trademarks of Morgan Creek Productions, Inc. ©1991 Morgan Creek Productions, Inc. 1991 Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Developed by Sculptured Software. Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America Inc.

...ge, ...ng and orders please call 800 VRG-IN07. Visa, MasterCard, American Express and checks accepted.

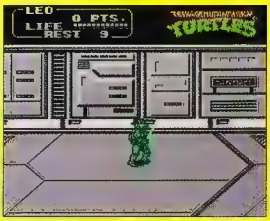
CIRCLE #108 ON READER SERVICE CARD

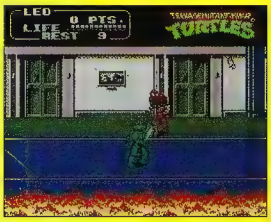
I recently bought the game *Teenage Mutant Ninja Turtles II: The Arcade Game*, and was wondering if there are any codes for a level select, extra lives or continues?

—Chris Lancaster
Prattville, Alabama

To get the level select and ten lives, during the title screen, press B, A, B, A, U, D, B, A, L, R, B, A and then ***START****. The stage select will appear on the screen, and, once you select the stage, you'll notice, when the game screen appears, you have nine men in reserve. To get only the ten lives, during the title screen, press U, R, R, D, D, D, L, L, L, L, B, A and then* ***START****.*







How do I get past the boss named Kabuki in the game *Time Soldiers* for the Sega Master System?

—James Oakman
San Diego, California

To get by Kabuki, you must shoot him in the face or surrounding area of the head. The best thing to do is move to the top of the screen and blast him from there. Also, using the energy gun is a big help.



I've been playing Sega's awesome *Time Traveler* coin-op game for well over a month now, and I'm convinced the last scene is impossible to complete. I can't seem to get the timing right when Marshal Gram has to avoid the fire pits. Please give me some advice so I can see the end of this game. Thanks for your time.

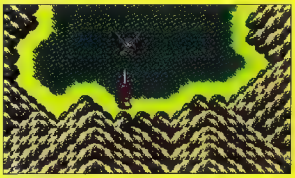
—Greg Cymbalist
Portage la Prairie, Manitoba, Canada

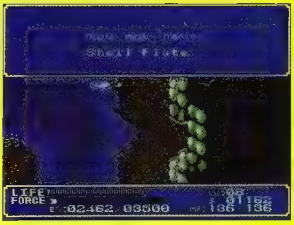


Sorry, it doesn't sound like you're doing anything wrong; you just need to be quicker. However, here are some shots of the ending, which will give you something to look forward to.

I'm having trouble getting past Area 4 in the game *Crystalis*. I'm also having trouble finding the Shell Flute. Any ideas?

—Vu Nguyen
Montclair, California





To get through the fourth area of Crystalis*, you'll need to locate the Sword of Water in the cave under the waterfall. Then go to the lime tree located in the far southwest corner of the area and get the Ball of Water. Once you have both, you can create ice bridges over shallow parts of the water. This will help you locate the Fog Lamp and Kirisa Plant.*

To find the Shell Flute, you'll need to go through the door located behind the Queen in Portoa. Using ice bridges, work your way to the far top right-hand corner, where you'll find a sick dolphin. Give the dolphin a medical herb and he'll give you the Shell Flute in return. To move to the next town or area, give the Fog Lamp to the boat captain.


NOT
THE WAY
TO PLAY THE HOTTEST ARCADE GAMES AT HOME.

The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

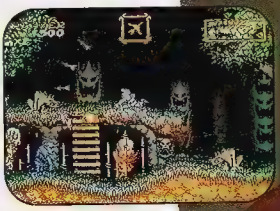
THE

TO PLAY THE HOTTEST

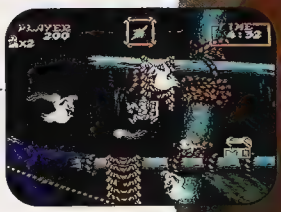
SUPER GHOULS 'N GHOSTS.



Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.



Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.



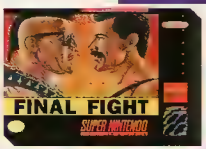
Ghosts appear—and disappear on the haunted seas, use your haunted sickle and you may survive—without it, say goodbye!

© 1991 CAPCOM USA, Inc. Nintendo, Super Nintendo Entertainment System and the Official Seal are trademarks of Nintendo of America. For more information call (408) 727-0400.

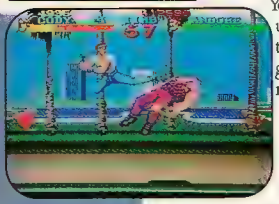
WAY

ARCADE GAMES AT HOME.

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.



Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.



More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

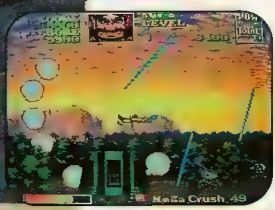
U.N. SQUADRON.



Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs of your own. The freedom of millions depends on you, so strike hard and strike often.



At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.



Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.

CAPCOM USA

ARCADE SERIES

CIRCLE #109 ON READER SERVICE CARD.

COMPILED BY
JOYCE WORLEY



Mediagenic Seeks Relief in Bankruptcy Court

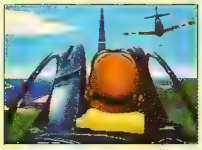
Mediagenic (Activision) has prepared a preliminary plan of reorganization for submission to its creditors, and plans to file a petition for Chapter 11 protection under the Bankruptcy Code in the near future. Company spokesmen believe the plan will enable Mediagenic to satisfy its creditors and allow it to regain financial health.

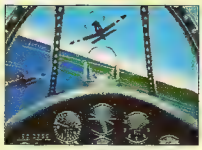
The company has experienced numerous financial setbacks during the past few years, including royalty litigations, making this move necessary.

Sierra Serves Surf and Turf in 1992

Scheduled for preview by Sierra On-Line at the January Consumer Electronic Show are two new adventures for play on the IBM PC and compatible computers (other systems to follow). The pair couldn't be more different, featuring as they do exotic locales over sand and sea.

Dynamix will unveil its *Aces of the Pacific* during the show, a flight simulator that details the World War II air action over the Pacific theater, from Pearl Harbor to the finale over Japan. It features a new upgrading from this company's already high standards, with





three-dimensional graphic shading. Carrier landings, as well as air-to-air and air-to-ground combat are part of the action. The special effects include: flaming carriers, highly detailed cockpits, awesome explosions and fast action. This will ship in February for the IBM PC.

Roberta Williams' new Laura Bow adventure is set against the exotic backdrop of Egypt and the Nile. The second game in this mystery series, *The Dagger of Amon-Ra*, features an art style reminiscent of the 1920s, said to be "unlike anything ever seen before in the computer world."

Sierra Unveils CD-ROM Plans, Equipment Bundle

Sierra On-Line sneak-previewed its 1992 CD-ROM plans to VG&CE, as it readied its CD-ROM bundle for market. The software company teamed with Media Vision Inc. (Fremont, California) on the Media Vision Multimedia Upgrade Kit, for home users to upgrade PCs. It bundles a Sony CD-ROM (for IBM PC compatibles) together with Media Vision's Pro Audio-Spectrum sound card, all necessary cabling, extensions, manuals, Microsoft Windows for Multimedia and a specially prepared videotaped installation guide for first-timers—plus a game (*Jones in the Fast Lane*) and *Compton's Multimedia Encyclopedia*, all for $795, direct from Sierra.

According to a company spokesman, Sierra was impressed by the equipment, and is currently strongly committed to supporting the growing IBM PC CD-ROM market.

Admittedly, the market at this time is still small when compared with the IBM PC and compatible market. One indicator is the fact that Sierra has sold roughly 70,000 copies of the CD-ROM version of *Mixed-Up Mother Goose* in hardware bundles, plus nearly 7,000 CD-ROM discs to Sierra's direct-shipment customers.

Sierra plans to ship the CD ROM version of *Leisure Suit Larry* (Volume 1) during the first quarter of 1992. *Space Quest IV*, featuring the voice of Gary Owens as narrator, will probably be the next release in this media format.

Asked about Sierra's future plans, a company spokesman explained: "All of our frontline products will be going [to CD-ROM] eventually." He went on to explain some of the difficulties. "The whole adding of voice, with proper lip sync and just the right voice for each person, is a very big commitment of manpower. It takes a lot of time and effort to get everything exactly right."

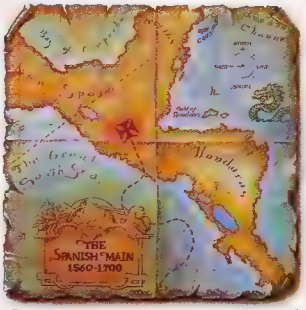
Buzz Aldrin Conquering Space With Interplay

Former astronaut Buzz Aldrin is joining forces with designer Fritz Bronner for Interplay Productions' *Buzz Aldrin's Race Into Space*,

ANTIGUA JAMAICA BARBADOS PUERTO RICO MARTINIQUE TRINIDAD GRENADA NASSAU VIRGIN ISLANDS ST. MARTIN ST. LUCIA COZUMEL

Take A Cruise Where The Food Is Terrible, The Crew Smells And The Entertainment Could Kill You.

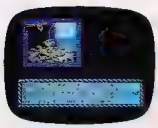




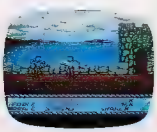
Pirates!® They won't bring breakfast to your cabin or let you play shuffleboard on the promenade deck. But they will provide you with hours of ship-board entertainment when you take the helm of an authentic 17th Century pirate ship bound for fame and fortune on the Spanish Main.

There's never been an NES™ simulation this ruthless or realistic. Historically accurate pirate raids, spanning six time periods and four difficulty levels, challenge you to navigate through hundreds of land and sea battles. Where your worth as a captain will be determined by the fire in your cannons, the skill of your sword and the size of your treasure chest.

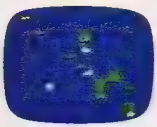
Aye, matey. Pirates! is a Caribbean cruise that even the infamous tourist Bluebeard would find treacherous.



Negotiate for treasure maps and the hand of a beautiful maiden.



Duel for respect with swashbuckling commanders.



Navigate through enemy infested waters.



Enter a town peacefully or blow it to smithereens



Pirates® is a registered trademark of Microprose Software Inc. ULTRA® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation. Nintendo® Nintendo Entertainment System® and NES™ are trademarks of Nintendo of America Inc. © 1991 Ultra Software Corporation. All Rights Reserved

MARTINIQUE JAMAICA BARBADOS PUERTO RICO ANTIGUA TRINIDAD GRENADA NASSAU VIRGIN ISLANDS ST. MARTIN ST. LUCIA COZUMEL GRAND BAHAMA SANTA CATALINA FLORIDA KEYS MARTINIQUE

ANTIGUA JAMAICA BARBADOS PUERTO RICO MARTINIQUE TRINIDAD GRENADA NASSAU VIRGIN ISLANDS ST. MARTIN ST. LUCIA COZUMEL

CIRCLE #110 ON READER SERVICE CARD.

currently under development for IBM and compatibles. The program, described as "a visually explosive space program simulator" promises to be an educational, strategic and historically accurate space race game.

The player must manage a space program in a race with another country (it's playable against the computer, another human or by modem), recruiting and training astronauts, and completing over 50 types of space missions. The program uses digitized space flight footage, map tracking, crew photos and over 70 animated launch, reentry and recovery sequences.

The game should be ready before summer 1992.

NEC Bundling Free CD+G Disc

Something new has been added to the NEC TurboGrafx-CD bundle. The company is now packing a free Compact Disc Plus Graphics (CD+G) with the TurboGrafx-CD player, as an illustration that the unit turns the TurboGrafx-16 video-game system into a "multiuse home entertainment unit."

The disc has a wide assortment of titles, 13 in all, ranging from Beethoven to Jimi Hendrix to Lou Reed—to a duet by Odetta with Arlo Guthrie & Co. The listener hears top-quality CD sound, while viewing graphics on the video-game monitor as it runs CD-ROM. Ken Wirt, NEC Home Entertainment's vice-president and general manager, had this to say: "NEC's TurboGrafx-CD player is a great entertainment value because the consumer can enjoy three of the newest CD formats without purchasing separate units."

The NEC TurboGrafx-CD player has a suggested retail price of $299. Boxes containing the free CD+G disc are specially marked and will be available nationally while supplies last.

Galoob Wins First Round To Collect Nintendo Bond

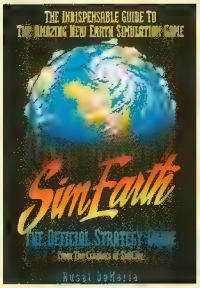
Lewis Galoob Toys Inc., manufacturer of the Game Genie video-game enhancer, won the first step of its suit to collect the $15 million bond posted by Nintendo. Nintendo was required, in a spring 1991 court decision, to post the bond to cover lost profits or damages Galoob might incur because of the restriction from selling the Game Genie in the U.S.

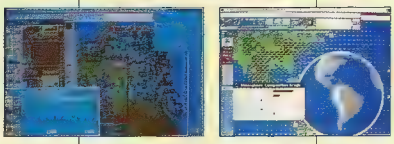
The actual amount that Galoob collects will be determined in a hearing, following a fact-finding period to determine the profits that were lost during the year that Nintendo enjoined the company from marketing the device.

Galoob won the decision against Nintendo in July, when the Court ruled that the device did not infringe upon Nintendo's copyrights.

SimCity Now Has Over One-Million Population

It's the fastest growing city in the U.S.! The hit program from Maxis has sold over one million copies in its various formats, making this city the biggest little town in the computer world. Of these, 400,000 in the U.S. and Canada are for Amiga, Atari ST, Commodore 64/128, IBM PC and Macintosh. In Europe, Japan and Brazil, 200,000 are for those computers, plus the Amstrad, Spectrum, Toshiba J3100, NEC 9801 and X68000. The remaining 500,000 were sold in Japan for play on the







Nintendo Super Famicom (the Japanese version of the Super NES).

In other *Sim* news, Maxis announced that Dux Software Corporation has obtained a license to port *SimCity* to the UNIX platform under *X-Windows*. Meanwhile, Maxis has released a version of *SimEarth—The Living Planet* for Microsoft Windows (and the company is offering current owners a chance to upgrade to the Windows version for $19.95).

Print support for the *Sim* product line continues to be strong. McGraw-Hill's *The SimEarth Bible* ($14.95, 144 pages) was written by Johnny Wilson (who also penned *The SimCity Planning Commission Handbook*). Maxis Software teamed with author Rusel DeMaria on *SimEarth: The Official Strategy Guide* (Prima Publishing, $18.95), an in-depth guide to the program. Both are available at most bookstores and many software retailers.

Interplay Gets Sports Affiliate

Interplay is sporting a new tie, the company's first affiliate label. The company will be teaming with Micro Sports and Dave Holt to promote and distribute *NFL Pro League Football* (IBM PC).

"We are pleased to be involved with such a fine product," said Phil Adam of Interplay. "Sports simulation is something Interplay hasn't 'tackled' yet, and it will be exciting to see just how far this product will go."

NFL Pro League Football contains 140 teams, all





VideoGames & Computer Entertainment

12 Issues Only

$26.95!

$20 off the cover price!

NAME

ADDRESS

CITY/STATE/ZIP

☐PAYMENT ENCLOSED CHARGE MY ☐VISA ☐MC

EXP.

SIGNATURE

MONEY BACK ON UNUSED PORTIONS OF SUBSCRIPTIONS IF NOT SATISFIED! California residents add 8.25% sales tax. Foreign add $10. Make Check payable to L.F.P. Inc. Your first issue will arrive in 6 to 8 weeks. WATCH FOR IT!

OFFER EXPIRES MARCH 31, 1992 DMNAA

VideoGames & Computer Entertainment



12 ISSUES ONLY $26.95!

NAME

ADDRESS

CITY/STATE/ZIP

☐PAYMENT ENCLOSED

CHARGE MY ☐VISA ☐MC

EXP.

SIGNATURE

JUST $2.25 AN ISSUE!

MONEY BACK ON UNUSED PORTIONS OF SUBSCRIPTIONS IF NOT SATISFIED! California residents add 8.25% sales tax. Foreign add $10. Make Check payable to L.F.P. Inc. Your first issue will arrive in 6 to 8 weeks. WATCH FOR IT!

OFFER EXPIRES MARCH 31, 1992 DMNAA

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT #131 N. HOLLYWOOD, CA

POSTAGE WILL BE PAID BY ADDRESSEE

VideoGames
& Computer Entertainment
Subscriptions Department
P. O. Box 16927
N. Hollywood, CA 91615-9966

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT #131 N. HOLLYWOOD, CA

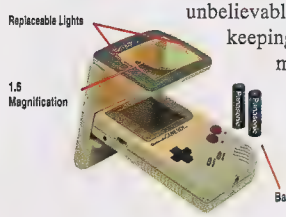
POSTAGE WILL BE PAID BY ADDRESSEE

VideoGames
& Computer Entertainment
Subscriptions Department
P. O. Box 16927
N. Hollywood, CA 91615-9966

Light Boy is Bound to Attract Attention



HO! HO!... OH!!! My Vic Tokai LIGHT BOY makes Game Boy playing unbelievable! LIGHT BOY has been my number one request this year, keeping my elves busy until I took off tonight. The LCD screen is so much easier to see, because LIGHT BOY magnifies the screen 1.5 times. LIGHT BOY even comes with batteries and has replaceable lights that make it a great holiday gift (not to mention the ideal stocking stuffer). It's no wonder **LIGHT BOY is bound to attract attention.**



Nintendo® and Game Boy® are registered trademarks of Nintendo of America, Inc.
Light Boy™ is a trademark of Nintendo of America licensed exclusively to Vic Tokai Inc.
Vic Tokai Inc., 22904 Lockness Ave., Torrance, CA 90501.

Licensed by Nintendo

Official Nintendo Seal of Quality

CIRCLE #178 ON READER SERVICE CARD.

teams from 1987 to the present, with actual player names and stats. Gamers can also draft their own teams, then play against the computer, another human or via the USA Today Sports Center league.

Harpoon Battlebook Now Available

Harpoon-ers have been anxiously awaiting this one. The official *Harpoon* strategy and tactics guide is now available, by James DeGoey, from Prima Publishing ($18.95, 300 pages).



Harpoon Battlebook: The Official Strategies & Tactics Guide contains a complete history of the game and its creation, in addition to a scenario-editor design guide, complete maps, characteristics and everything needed to get the most out of Three-Sixty's hit program for naval buffs. This was exhaustively researched and prepared, and ranks as a must-have for *Harpoon* users.
Prima Publishing
P.O. Box 1260
Rocklin, CA 95677-1260
(916) 786-0426.

Lucasfilm CD-ROMs PC Hits

Lucasfilm's quartet of games for adventurers this winter includes a full-voiced, completely redesigned graphics IBM PC CD-ROM *Loom*. The company used professional actors to present 21 different characters, each with a unique voice. The art was all redrawn, and animation includes lip syncing and gesturing "so players will know who is speaking and what the character is feeling," according to project leader Jenny Sward. She explained that the gamer opts for on-screen text or to go audio only. "With the absence of text from the screen, the characters and backgrounds become even more vital."

"It's a giant step toward providing a compelling, realistic, movielike experience," added Doug Glen, Lucasfilm Games' general manager.

Loom arms an on-screen hero with a magic distaff that weaves spells in musical tones, in a conflict between good and evil. Brian Moriarty, *Loom*'s designer, did away with all text commands and menus, substituting icons and music.

Other PC games slated for CD-ROM versions from Lucasfilm are *Zak McKracken and the Alien Mindbenders*, *The Secret of Monkey Island* and *Indiana Jones and the Last Crusade*.

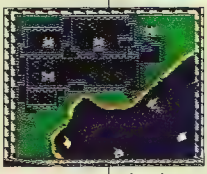
Disney Becomes Phoenix's Sound Source

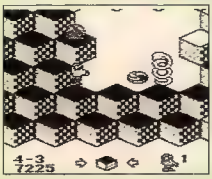
Phoenix Technologies, a company recognized for its help in creating a market for IBM PC "clones," has licensed Walt Disney Computer Software's Sound Source Technology. Phoenix currently has a base of over 250 PC manufacturers that will be able to use Sound Source Technology in their customers' computer systems.

The move will allow PC compatible manufacturers to offer a higher level of sound capability on machines they sell, as opposed to the limited speaker that is currently in most PCs. The other benefit to the licensing of Disney's Sound Source is the boosting of the sound output of portable and laptop computers.

Jaleco's Offerings for 1992 Stress Action and Quality

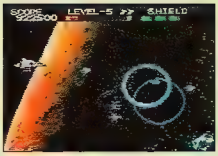
*Q*Bert*, the beloved color-changing hero that originated in coin-op form, has a new bounce on life. The color-change artist will play his latest round as a Game Boy hero, along with the enemies that have constantly plagued his life: Coily the Snake, Ugg and Wrong Way, Sam and Slick, Lefty and Righty, and loads and loads of whammy balls.

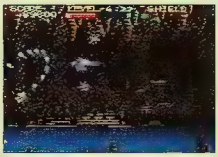




Jaleco's second game for play on the Super NES is *Earth Defense Force*. The player pilots an advanced space fighter in order to save Earth from invaders, using eight weapons (ranging from A-bombs to lasers), in this fast-paced shoot-'em-up.

Finally, *Rampart* (from the arcade hit of the same name) requires the gamer to defend a castle, rebuild, acquire territory and eventually become overlord. One player faces invaders intent on destroying the castle through six levels and many rounds of play, while two players oppose each other through the number of battles they choose at the beginning of the game. The loser faces an amusing guillotine sequence at the end of play.

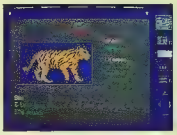




New Publisher Loves Animals

Tanager Software Productions, longtime software developer for such companies as Electronic Arts, Mediagenic and Accolade, has launched the first game to bear the Tanager imprint: *The Secret Codes of C.Y.P.H.E.R.: Operation Wildlife.*

The player takes the role of a secret agent, assigned to locate and decode a secret cipher, following a trail of clues through a wildlife park. The park has five natural habitats and 87 mammals, as well as 400 natural phenomenon such as rivers, mountains and constellations. It also has five optional decoder languages (English, Braille, semaphore, Morse code and American Sign Language) and four levels of





THE ONLY 24 BIT HOME ARCADE SYSTEM!



TAKE COVER! The first and only true PROFESSIONAL home ARCADE system, NEO•GEO is soaring into millions of American homes at incredible "24 Bit" speed, delivering more SUPERIOR graphics, sound, and playability, than has ever been experienced in the history of video gaming.

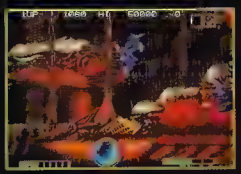
Take control of "2" real arcade ADULT SIZE 8 way Joystick/4 Button Controllers, while your ears feast upon 15 TRACKS of motion picture STEREO sound. 7 tracks devoted to REAL VOICE speech allow you to listen in on "live" play by play action from the announcers in ***BASEBALL STARS PROFESSIONAL***, or hear the actual blood curdling screams of war torn vets in ***NAM-1975.*** Countless worlds of imagination will absorb your entire soul as you're mesmerized by the 4 DIMENSIONAL GRAPHICS of 65,536 radiant COLORS in ***MAGICIAN LORD, GHOST PILOTS*** or ***CROSSED SWORDS.***

NEO•GEO is the only video game machine in the world capable of processing 330 megs of sheer undaunted power. 2 PROCESSORS & 3 CUSTOM SNK PRO CHIPS work in heated parallel to RAM over 20 hit arcade titles into your living room. ***TOP PLAYERS GOLF, ALPHA MISSION II, THE SUPER SPY, LEAGUE BOWLING, NINJA COMBAT, KING OF THE MONSTERS,*** and ***BURNING FIGHT***, are only the beginning of an experience that delivers the ultimate in pure "Advanced Entertainment" satisfaction.

Experience NEO•GEO for yourself. You will then believe the unbelievable is here...

For more information or the name of your nearest NEO•GEO dealer call:

1-800-800-NEO•GEO Ext. 409



Magician Lord



Baseball Stars Professional



NAM-1975

NEO GEO®

SNK Home Entertainment, Inc.

The trademark of NEO GEO is registered by SNK Corporation. Distributed By SNK Home Entertainment, Inc.

CIRCLE #115 ON READER SERVICE CARD.

difficulty to take the puzzle from ages ten through adult. Tanager promises that this educational game is as much fun as the most popular entertainment products.

The Secret Codes of C.Y.P.H.E.R.: Operation Wildlife is available now for play on the IBM PC, and a Macintosh version will be available during the first quarter of 1992.

Tanager Software Productions
1933 Davis St., #208
San Leandro, CA 94577
(415) 430-0900

New Company to Explore Interactive Multimedia

A group of heavy-hitters have banded together to form a new company, SMSG Inc. The new firm will investigate new technologies and applications for interactive multimedia.

Electronic Arts, Time Warner Enterprises and Kleiner, Perkins, Caufield & Byers (a venture capital firm with a long history in high-technology firms) have joined forces to explore multimedia. The stated goal of the new company is to "help all the entertainment software industries take advantage of emerging markets for interactive multimedia."

Electronic Arts' president, Trip Hawkins, will be president and CEO of SMSG Inc. He explained the firm in this way: "Computers are becoming audio-visual, while consumer electronics are going digital. There is huge potential for a vast interactive software market to emerge. Electronic Arts is already a leader in interactive software. With Time Warner's global leadership in information and entertainment, and Kleiner, Perkins, Caufield & Byers' record for technology innovation, we are starting with outstanding partners."

Ad Lib Adds Gold

Ad Lib's line of Gold stereo sound adapters sounds even better, with the addition of a piggyback card that snaps onto the Ad Lib Gold. Dubbed the Surround Sound Module, it adds a new range of sound enhancements that go from stereo depth simulation to artificial reverb and echo. No special speakers are required, and it works with all applications written with Ad Lib support, even older games. It's simple to operate, just a button click adds the preset special effects. It is designed to retail for $89.95, and promises a "new dimension of depth and drama."

In a separate announcement, the company also unveiled a PC telephone answering system quarter-size add-on board. Using the new card (which does not require a slot with a bus connector) it links a PC to





any standard phone line, and includes telephone answering software, for $99.95. Said to be extremely versatile, it offers, in addition to the automated answering service, background music (if desired), personalized messages, time-linked messages and automatic dialing with recorded conversations.

Philips, Brøderbund Plan CD-I Book

Philips Interactive Media of America and Brøderbund Software have just signed an agreement to produce *Little Monster at School*, a Brøderbund Living Book for CD-I (Compact Disc Interactive), based on the best-selling children's book by Mercer Mayer.

The interactive, animated storybook will teach early reading skills as children explore stories. The product, scheduled for release in autumn 1992, features digital talking characters, special sound effects and background music. In addition, users can select any on-screen word, phrase or entire sentence to hear read aloud.

CD-I is a new technology from Philips, combining compact disc-quality audio with video, text, graphics, animation and interactive capabilities. The machine requires no computer to operate; it just plugs into any television monitor.

A CD-I player retails for around $1,000, including the special thumbstick remote controller, two free CD-I discs (*ABC Sports Golf: Palm Springs Open* and *Golden Oldies Jukebox*) and a free audio CD. There are currently over 50 CD-I titles ready from well-known publishers such as Time-Life, Smithsonian, ABC Sports, Rand-McNally, Caesar's Palace, Children's Television Workshop and PolyGram Records.

Top Coin-Ops of September 1991

Figures courtesy of *Replay* magazine, based on an earnings-opinion poll of operators.

Best Upright Videos

1. *Road Riot* by Atari
2. *Race Drivin'* by Atari
3. *Time Traveler* by Sega
4. *Final Lap 2* by Namco
5. *Mad Dog McCree* by Betson/Icat
6. *Hard Drivin'* by Atari
7. *Steel Gunner* by Namco
8. *The Simpsons* by Konami
9. *Final Lap* by Atari
10. *Cisco Heat* by Jaleco

Best Coin-Op Software

1. *Street Fighter II* by Capcom
2. *Clutch Hitter* by Sega
3. *Burning Fight* by SNK
4. *Sengoku* by SNK
5. *Crossed Swords* by SNK
6. *Final Fight* by Capcom
7. *King of the Monsters* by SNK
8. *Raiden* by Fabtek
9. *High Impact* by Williams
10. *Caveman Ninja* by Data East

Best New Video

Vendetta by Konami

Top 10 IBM PC Games for August 1991

The Software Publishers Association's hit list for August shows the best-selling IBM PC computer games, based on sales by Babbages, Comp-USA, Waldensoftware and Electronics Boutique.

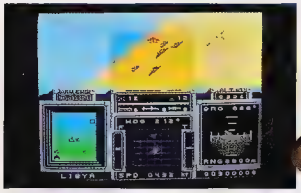
SSI's *Gateway to the Savage Frontier* debuted in the number one spot on the computer list, with *Secret Weapons of the Luftwaffe* (Lucasfilm) in the second slot.

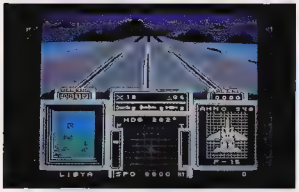
This Mo.	Last Mo.	Title	Publisher
1	*	*Gateway to the Savage Frontier*	SSI
2	*	*Secret Weapons of the Luftwaffe*	Lucasfilm
3	1	*Castles*	Interplay
4	6	*King's Quest V*	Sierra On-Line
5	2	*Jetfighter II*	Velocity
6	5	*Wing Commander*	Origin
7	3	*C. Yeager's AFT 2.0*	Electronic Arts
8	8	*SimCity*	Maxis
9	9	*Links*	Access
10	*	*Links-Pinehurst*	Access

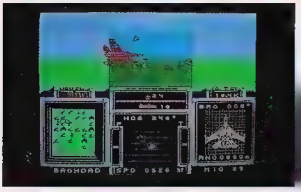
* First month in the Top 10

The Software Publishers Association has temporarily discontinued the top video games sales list. A spokesperson for the organization explained that the particular market is so vast, and the data the SPA was receiving was so sparse, that the SPA felt it should halt compilation of the sales list until information sources improved.

F-15 STRIKE EAGLE™









"Major Wild Bill" Stealey, President of MicroProse.

Real Pilots Don't Just Play F-15 Strike Eagle, They Help Design It

Meet "Major Wild Bill" Stealey:

"Life for a fighter pilot is that gut-wrenching adrenalin rush you get when going supersonic with heat-seeking missiles hot on your tail, pulling into a hard turn while warning displays light up the cockpit — and as an Air Force Academy grad with over 4,000 hours of military flight, I ought to know! Real pilots know that feeling, and real pilots also know that *F-15 Strike Eagle* is the only NES™ game to deliver the authentic dogfighting experience, because *F-15* is designed by *real* pilots, and *real* military simulation experts. Find out for yourself. Play *F-15 Strike Eagle* and see what real dogfighting is all about."

- *Thrilling real-life missions in the Persian Gulf!*
  - Destroy chemical weapons plants
  - Blast entrenched forces with high-tech weaponry
  - Shoot down enemy fighters
  - Dodge incoming enemy missiles
- *Authentic Combat Flight Maneuvers & Tactics!*
  - Real loops, rolls and high-speed turns
  - Dogfight in a full 3-D world that lets you go where you want
  - Outsmart enemy pilots trying to shoot you down

For the Nintendo Entertainment System. For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. © 1991 MicroProse Software, Inc. Nintendo and Nintendo Entertainment System and NES are trademarks of Nintendo of America Inc. This product is not affiliated or endorsed by the U.S. government or any branch of the service. Bill Stealey is a Lt. Colonel in the United States Air Force Reserve (USAF).

Licensed by Nintendo® for play on the Nintendo® ENTERTAINMENT SYSTEM®

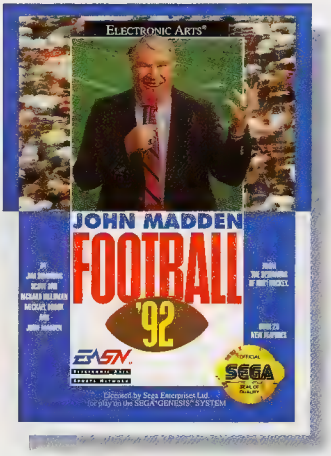
MICRO PROSE™
ENTERTAINMENT • SOFTWARE

180 Lakefront Drive • Hunt Valley MD 21030
(301) 771-1151

Official Nintendo Seal of Quality

CIRCLE #112 ON READER SERVICE CARD.

THE GREATEST PLAY IN FOOTBALL HISTORY.



Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

John Madden Football™ '92. It doesn't get any tougher than this.

Madden '92 delivers the most guts in SEGA GENESIS *football. Twenty-eight updated pro teams, plus a new All-Madden squad. The latest plays, schemes, and formations including the Run and Shoot, 3-4 defenses, and a fistful of new Madden plays like Tuf Bronco and Hail Mary.*



And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.

Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more

Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.

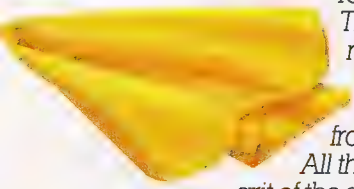


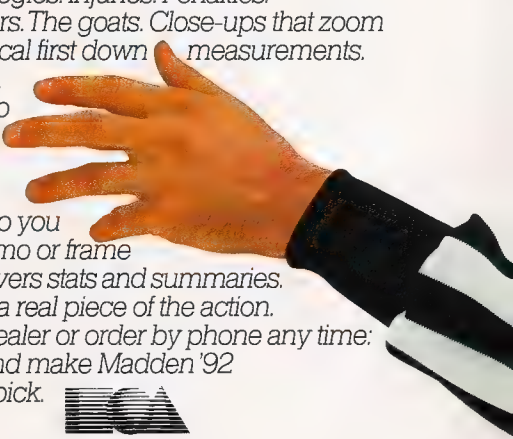
Watch the momentum shift after the hardest-hitting play in football. the ol' quarterback sneak to the hospital.



Talk about in your face. Instant replay gives you the ultimate payback hit.

EASN gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats. Close-ups that zoom right in on critical first down measurements. Every boo, cheer, or gasp from the crowd. All the details and grit of the sport itself. Any play can be instantly replayed. So you can analyze blown assignments in slo-mo or frame by frame. After every drive, Madden delivers stats and summaries. Quit talking and get a real piece of the action. Visit your local EA dealer or order by phone any time: (800) 245-4525. And make Madden '92 your number one pick.







ELECTRONIC ARTS®

John Madden Football is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises, Ltd

CIRCLE #113 ON READER SERVICE CARD.

Tips are graded on a scale of one to five joysticks. The more joysticks that are colored in, the more valuable the hint.

Blow the dust off those old games, and try out some of our new hints! If you have some great hints and tips for us, just put them on a piece of paper, and send them to VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, ATTN: Easter Egg Hunt. The author of each new tip we use will receive $10. Write neatly and be sure to include your name and address!

EASTER EGG HUNT

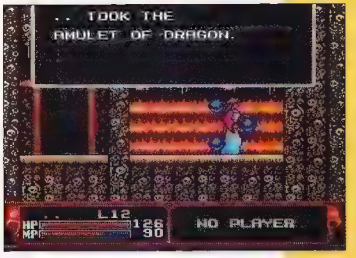
Here's a key to the abbreviations:

U = Up
D = Down
L = Left
R = Right
A = "A" button
B = "B" button
C = "C" button

Cadash

WORKING DESIGNS FOR THE TG-16







In the game there are several hidden rooms that will either act as a shortcut or hide a special item:

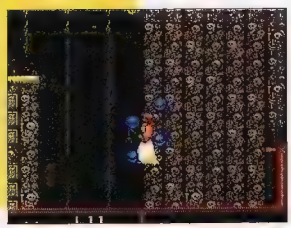
• To find the Amulet of the Dragon, you need to jump from the rope into this opening (shown in the photo), located in continent four. The amulet will give you 65,535 gold.

• The next secret opening is a shortcut through the fire rope area in continent four. This will take you safely from the top to the bottom of the section. Once you're through the fire rope area and have fallen from the following cliff, walk through the wall on the right to find a life bell.

• In the final castle, also look for invisible vines and platforms. These will lead to such useful items as the life bell and elixir. There are two locations where you can find these vines. One is in the chamber to the right of the princess, while the other can be found on the lower levels of the castle. Every character can reach the vine, but the angle of the jump will be different.







continued on page 34

IT'S BARTMANIA
FOR YOUR NES™ AND GAME BOY®!

Gang way, man! It's Bartmania three ways for your  and  ! Looking for some wild  ? Then help 

save Springfield from the  in  for your NES.™ For Simpsons™ antics on the go, join  as they

fight for their lives in  run by  . Look for Bart as  ,

Homer has his hands full vacationing at the Krusty Sphinx but maybe Bartman can save the day in "Bart vs. the World" for your NES!

and  in their all-new NES™ adventure

 . It's all-out mayhem around the

 from  to  as Burns and Smithers try to

get rid of the Simpsons™ once and for all. Don't let that happen ... Save Springfield ...

Save the Simpsons™... Save the World ... Keep

KEEP BARTMANIA ALIVE!



Ironfist Burns has some special plans for his "happy campers" in "Escape from Camp Deadly" for Game Boy!

Only Bart can save Springfield from the alien invasion in "Bart vs. the Space Mutants" for your NES!



Acclaim entertainment, inc

LICENSED BY Nintendo

The Simpsons™ TM & © 1991 Twentieth Century Fox Film Corporation. All rights reserved. Nintendo®, Nintendo Entertainment System®, Game Boy® and the official seals are trademarks of Nintendo of America Inc. Acclaim™ is a registered trademark of Acclaim Entertainment, Inc. © 1991 Acclaim Entertainment, Inc. All rights reserved.

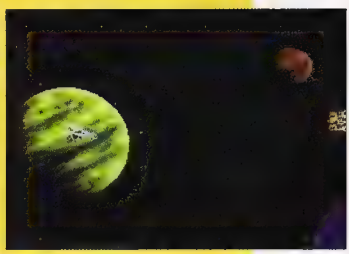
CIRCLE #103 ON READER SERVICE CARD.

continued from page 32

Super R-Type

IREM FOR THE SNES

Tan Nguyen, of Santa Ana, California, has come up with a stage select for this tough shooter. First, select your playing level; then, when the title screen with the option selection on it appears, press and hold R (on top of the controller) and A at the same time. Now press U nine times. Press **START** to begin play, then press it again to pause. Once you've paused the game, press R (on top of the controller) and A at the same time, then press **SELECT**. You should notice some numbers in the bottom left portion of the screen. While we did get this Easter egg to work, we had trouble getting it consistently, so keep trying. Thanks, Tan, for this great Easter egg.





Ys III: Wanderers From Ys

NEC FOR THE TG-16

Here's a password that will take you to the last level of the game:

gfPPN / ?$Jq8G8 / G8G8G7p / ZpZpZ / pRrXrYr / HHEcA*A / 99999 / 9999999 / 9999999 / 9999n / 44

Also, by placing a rubber band around the II button, you can get full experience and gold if you stand at this point (refer to the picture) and hit the enemies as they fall.





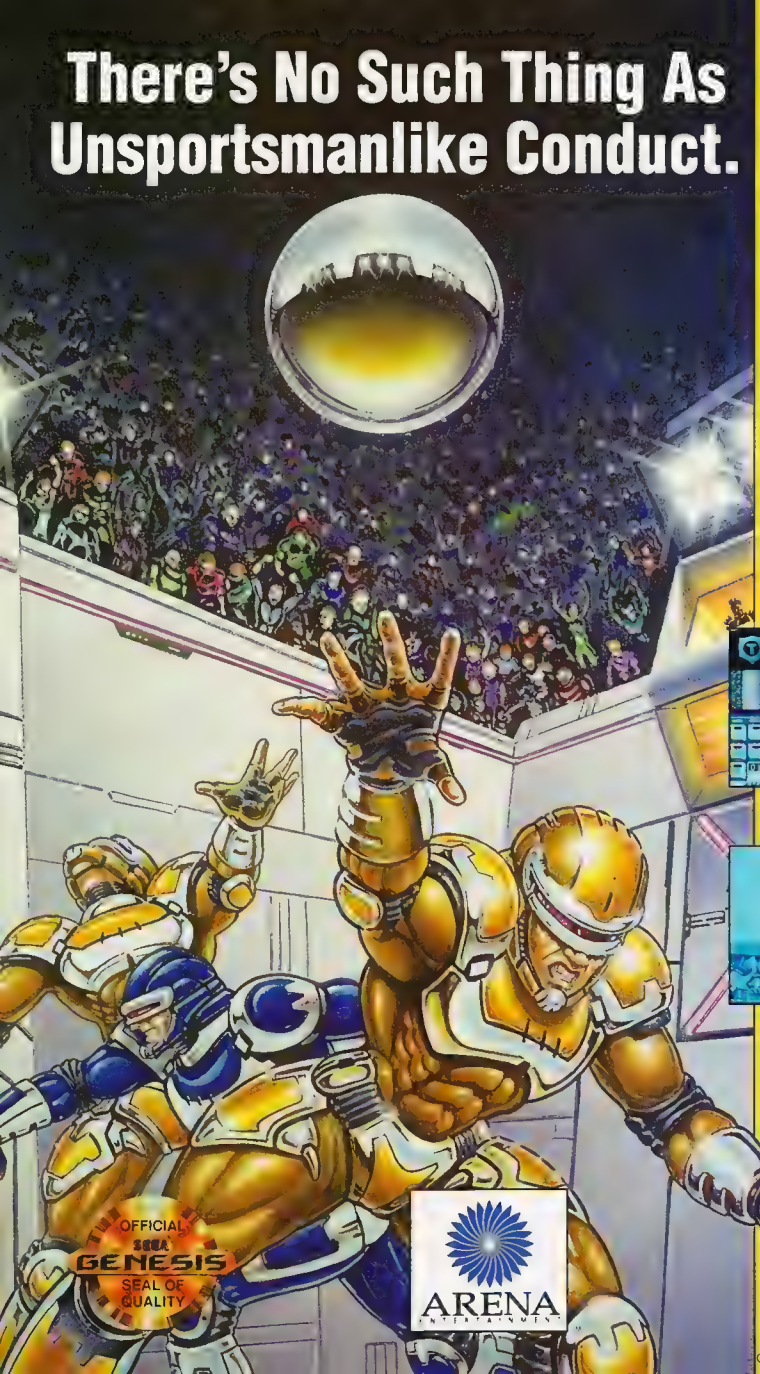
Twin Cobra

TAITO FOR THE GENESIS

During the title screen, press U, D, R, L and then **START** to get a stage select. If you are having trouble with the game, you can press **START** (to pause), U, D, L, R, then press and hold A. Now press **START** to continue with full firepower.

continued on page 36

There's No Such Thing As Unsportsmanlike Conduct.



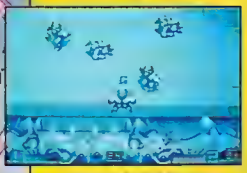
SPEEDBALL 2 BRUTAL DELUXE

In the year 2100, ***Speedball 2*** is the only sport in town. It's a vicious game of physical dominance, animalistic intimidation and reckless destruction. Sure, strategy's vital to scoring points. But only raw force can keep you alive. So don't even think about whining when you take a cheap-shot—because it only gets worse.

- Digitized speech and music with choice sound effects
- Three different game modes
- Wide variety of player armor and equipment
- Instant Replay of all goals and match highlights



Make player trades, roster changes and equipment purchases on your way to the WSL title



Hit the deadly playfield with its countless scoring opportunities—and always watch your back

"A futuristic, hard-hitting contest that challenges the mind as well as the reflexes!"
—Electronic Gaming Monthly

"Frantic, non-stop action!" ***—GamePro***

Licensed by Sega Enterprises Ltd. for Play on the Sega Genesis System

1991 Mirrorsoft Ltd. Speedball 2 Brutal Deluxe and ©1990 The Bitmap Brothers. Arena Entertainment is a division of Mirrorsoft Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

CIRCLE #155 ON READER SERVICE CARD

continued from page 34

Stormlord

RazorSoft for the Genesis

David Pease, of Fento, Michigan, has come up with a couple of great codes for this game. To get nine men, press **START** (to pause), then press A, A, A, A, C, C, B, B, B, C, A and **START** to unpause. When game play resumes, you'll have nine men. This can be done at any time, as many times as you wish.

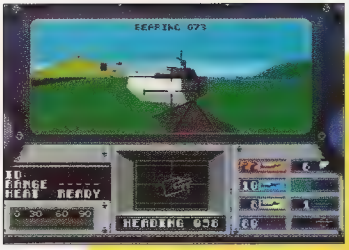
To reset your time, press **START** to pause, then press B, A, A, A, C, U, U, U, A, A, A and **START** to unpause. When game play resumes, the timer will be back to maximum.

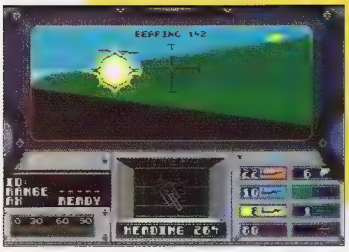
Actraiser

Enix for the SNES

To get a Professional Mode, which let's you play the action scenes only, you must first complete the game. Then, at the title screen, press U and/or D twice. The "Professional" selection will appear below "New Game."







M-1 Abrams Battle Tank

Sega for the Genesis

"Invisible Mon," of Tualitin, Oregon, has found a way to become invincible through the entire game. During the demo, press B, B, C, B, C, C, C, B, C, B, B, C. This will allow you to take as many hits as you want, and you'll also have unlimited firepower; but you can still run out of gas. Thanks, Mon, for this great Easter egg.

Parasol Stars

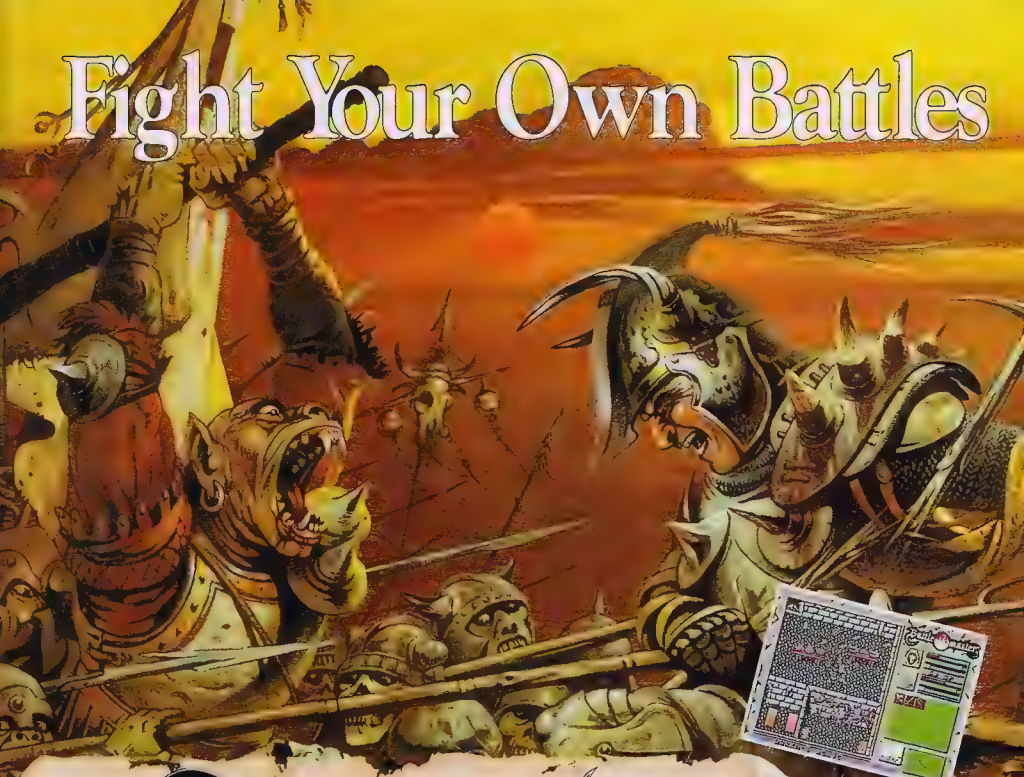
Working Designs for the TG-16

To get 99 continues, you must get the rainbow necklace that appears early in the game. This will give you three stars and expose a door on the boss level. Hitting the door takes you to a room that will boost you up to 99 continues.

For a sound test, during the title screen, press D, I, II, then **RUN**.

continued on page 38

Fight Your Own Battles





BATTLEMASTER

Let's face it, the biggest challenge in most RPGs is staying out of a boredom-induced coma. Phantasy Star™ and Might and Magic™ are big...BUT WHERE'S THE ACTION?

Their idea of combat: Highlight "Fight" on a menu and then stare helplessly at the screen as the machine fights for you. Well that's just not good enough anymore. It's time to fight your own battles.

So take control of your own RPG combat with Battlemaster—the first game ever to incorporate real combat action and true military strategy into a gigantic RPG universe:

- *At least 100 hours to complete the game*
- *Over 2,500 screens make up 50 towns, villages, castles, dungeons and wilderness areas*
- *More than 300 magical items and weapons to find and use*
- *Hundreds of different monsters to take on*
- *Up to 16 characters in your army*
- *Wizards, thieves, warriors and merchants in each race*
- *Align your troops in one of 18 different military formations*
- *Lead your army into combat—and fight your own battles!*

"A great mix of action and role-playing adventure that's easy to get into!"
—Slo' Mo, Gamepro

OFFICIAL SEGA SEAL OF QUALITY

ARENA ENTERTAINMENT

Licensed by Sega Enterprises Ltd. for Play on the Sega™ Genesis™ System.

©1991 Mirrorsoft Ltd Battlemaster™ and ©1991 Arena Entertainment, a brand name of Mirrorsoft Ltd Sega™ and Genesis™ are trademarks of Sega Enterprise Ltd. Phantasy Star™ is a registered trademarks of Sega Enterprises Ltd. Might and Magic™ is a registered trademark of New World Computing, Inc.

CIRCLE #156 ON READER SERVICE CARD.

continued from page 36

Fantasia

SEGA FOR THE GENESIS

Brett Schultz, of Elm Grove, Wisconsin, has found a way to get unlimited points, men and magic. You must first work your way to the second stage, Earth World. Enter the underground cavern by the first fairy. Now walk onto the first moving platform to have a musical note appear, then jump on the first boulder to cause a spell book to appear. Continue to the right to get the second musical note. When you get the second note, kill yourself and repeat the entire process. Thanks, Brett, for this great Easter egg.





Rick Reid, of Camanche, Iowa, also found that if you jump on the first broom when it's in the bottom left corner, three crystals, two stars and a spell book will appear. Jump attack other brooms in the game to get similar items to appear. Thanks, Rick, for sending in this Easter egg.







BACK TO THE FUTURE III



Sweet Clara Clayton's wagon is totally out of control, and only your wild ride through the desert—jumping barrels, dodging vultures and ducking bullets—can save her.



It's up to you to save the town and take out all of Buford Tannen's yellow-bellied, villainous gun men—with pie plates as your only weapon.



Ride your hoverboard onto the speeding train, then leap from coach to coach—fighting gun men and jumping obstacles—to get to the engine in time to make it back to the future

Rustle Up Some Rip-Roarin' Arcade Action.

Everything you'd expect in a great Western: Good guys, bad guys, street-clearing showdowns, a pretty lady in distress...and a time machine that does 88 MPH. Too bad you've got no gas left to run it—and the nearest gas-station is decades down the road. Your only option is to catch Doc Brown's train to the future. But you've got three levels of joystick-jumpin' action—Clara Clayton's runaway buggy, Buford Tannen's gang, and old Mad Dog Buford himself—standing between you and the Doc's 20th-century express. So don't miss your train—because the next stop is more than a century away.

ARENA ENTERTAINMENT™

OFFICIAL SEGA SEAL OF QUALITY

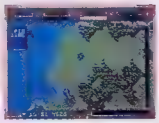
© 1990 UCS & Amblin. © 1991 Mirrorsoft Ltd. Arena Entertainment is a brand name of Mirrorsoft Ltd. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd.

CIRCLE #157 ON READER SERVICE CARD.

"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half musing about the mission to save the universe. Half thinking about *Darlene-ß*, a Denebian clone I'd met last run in.



9 unique alien races, each with their own language and culture.



270 star systems and 800 planets, 8 Ultra-Compression™ megs with battery backup.



Unload your starship's arsenal in real-time combat against alien warships.

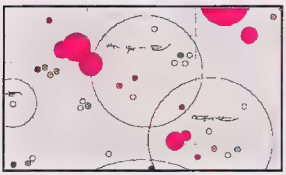
We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from

A Binary Systems game converted for the Sega™ Genesis™ by BlueSky Software. Sega and Genesis are trademarks of Sega Enterprises Ltd.

"This Ain't Kansas And The Alien Off Your Port Bow Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

Visit your retailer or call 1-800-245-4525 anytime.



Starmap, clue book and mission guide included. Plus a special addition in the manual from Robert Silverberg.



SEGA GENESIS

ELECTRONIC ARTS®

Starflight™ and Ultra-Compression™ are trademarks of Electronic Arts Software ©1991 Binary Systems and Electronic Arts, all rights reserved. CIRCLE #116 ON READER SERVICE CARD.

It Came From the Desert

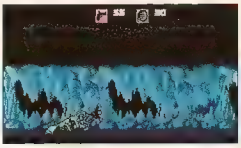
NEC

For the TurboGrafx-16 ($61.99)
[Requires the TurboGrafx-CD Player]

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	**10**
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

Your name is Buzz Lincoln, and you live in an average—for the Twilight Zone—sleepy little town named Loveland, that used to engage in atomic bomb experiments daily. That is until one day, when cattle and other farm animals began dying due to "bad feed," or so said the government. For years, Dr. Pangbourne (you know him as Doc) used to head the experiments, until they went above ground with the testing. Doc tried to convince the townspeople there was serious radiation leakage, but no one would listen until now. Alas, the government managed to run Doc's good name through the wringer, and he came out looking like a crackpot.

Unfortunately, you work for him, and everyone thinks you're as big a crackpot as he is. When the vandalism and theft go up, everyone naturally thinks it's you. After all, you do drive that 1950s Harley, so what else are they to think? However, your life doesn't hit critical mass until the day of the accident, all of which is naturally blamed on you. Yet, you're more concerned with the horrifying secret that's about to take Loveland by the throat, or should I say—antenna.













NEC's *It Came From the Desert* is a spoof of the mutated-monster sci-fi movies of the late 1950s.

In *It Came From the Desert,* you play the main character, Buzz Lincoln. After a truck carrying nuclear waste turns over and loses its cargo, you're sent out to reactivate the radiation sensors that Doc had set up years ago when the above-ground testing was in full swing. What Buzz finds in the desert is Doc's worst nightmare: giant ants the size of Buicks—and the ants have a plan. It seems that they want to send pairs of mating ants to all parts of the world and slowly take back control of the planet. The problem is, Buzz will have to get the information needed for Doc to convince everyone that the threat is real. Buzz has eight days to do all this before an atomic bomb (redesigned by the lead ant, Antmind) blows, sending the town sky-high.

Each day is broken into three parts: morning, afternoon and evening. At each time of the day, you have to choose two locations in town, out of four, where you'll need to go in order to either gather information or shut down the advance of the ants. Once you have the information or evidence, you'll need to return to Doc's lab so he can prove to the rest of the town and the government that the ants are serious.

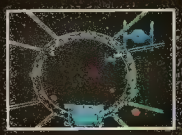
Obviously, due to the use of the CD medium, the graphics are going to be excellent when it comes to the video portion of the game. It uses live actors and has less hesitation than *Sherlock Holmes.* The arcade scenes in the game—where you fight the ants—are equally impressive. The one thing you'll notice is that Buzz moves very smoothly. This is because the makers videotaped a gymnast walking, doing flips and other moves, then applied this to the actions of the character on the screen. The sound and music are nothing short of incredible. The music was composed and performed by professional musicians, which the CD captures perfectly. You've heard a song on the radio announced as the title song from a movie; well, this could be the first time a song is introduced as the title song from a video game. It's that good. There are also 20 different CD-quality audio tracks and 500 voice-overs.

Let's talk about the game play. You already know that you have to gather information and defeat the ants, but you must also know whom to trust and when to trust



A FORCE STRONGER THAN YOUR PARENTS DOESN'T WANT YOU PLAYING THIS GAME.

Okay, Jedi knight. Here's your chance to rescue Princess Leia from certain death. Man the gunnery of the Millennium Falcon. And pilot your very own X-wing down the trench of the Death Star – home base to a few hundred thousand fully-armed stormtroopers, and the Lord of the Imperial Fleet himself, Darth Vader. He's armed and ready. The question is, are you?



Dodge speeding asteroids from the comfort of your 3-D cockpit.

STAR WARS®

JVC/LUCASFILM GAMES™

LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM® Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality



Take the Millennium Falcon out for a little spin around the galaxy.

CIRCLE #117 ON READER SERVICE CARD.

them. It seems the ants also have the ability to take over the human mind. Once they have control over you, they'll force you to build the atomic bomb, and they'll send antdroids to take your place in the town. So there's more to the game than a lot of action scenes followed by a short intermission—not with one hour of video, anyway.

After hearing so much about the game (and waiting and waiting), I can safely say it was worth the wait.

—Donn Nauert

NEC Technologies
1255 Michael Drive
Wood Dale, IL 60191
(708) 860-9500

Cyberball

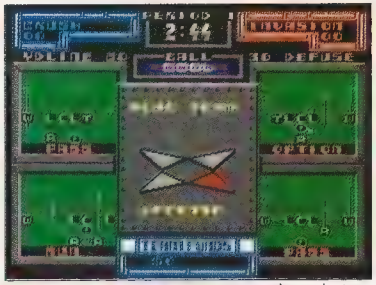
JALECO
For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	**4**	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

If you're a fan of the original coin-op version from Atari, you should be familiar with the story line behind *Cyberball*.

It seems that, in the year 2015, the National Football League has disbanded because of its inability (ding!) to regulate the use of players who have had their bodies enhanced with bionic parts. Over the next seven years (ding!), the lack of supervision led to some drastic rule changes (ding!) and the eventual formation of the International Cyberball League. In this hugely popular descendant (ding!) of traditional American football, the pigskin has been replaced by a sphere (ding!) that gets progressively hotter and explodes if your team of robot players (ding!) can't advance it across (ding!) the midfield "defusion" line (ding!).

The first thing you'll want to do whenever you plug Jaleco's *Cyberball* cartridge into your NES is visit the options screen and turn off that annoying "ding" sound! The pitch of these tones gets higher and the tempo increases to remind you that the ball is getting hotter with each play. By the time it reaches the "critical" level, the noise is irritating enough to drive your whole family out of the house. I can't believe that the game's default state leaves this sound on—only the hearing-impaired could play *Cyberball* this way and still maintain their sanity.









Jaleco's *Cyberball* manages to illustrate the capabilities and limits of the Nintendo Entertainment System.

With that out of the way, we can get down to the nuts and bolts of what makes the game fun and what makes it...er...not fun.

The three-quarter perspective used by the arcade version is gone. Instead of fading into the distance, the playing field scrolls up and down with the flat, overhead view used by games like *John Elway's Quarterback*. The red and blue robot players are almost completely devoid of personality. One possible exception is the quarterback—ironically, his blocky humanoid shape reminded me of the players in Mattel's landmark *NFL Football* game for the Intellivision. (Remember that one?)

Another sore spot is the play selection. The manual boasts that the game includes over 100 offensive plays and 12 defensive formations. The defense is there, but your choices on offense are limited to 12 plays per scrimmage. Not only does the computer seem to select the available plays in a truly random fashion, but it also chooses which four robots can be controlled by the player on any given play. And it doesn't help that the diagonal positions on your controller must be used to call these plays—these compass points can be tough to hit if your control pads are old and worn out from six years of *Super Mario* action.

Thankfully, things get quite exciting when the ball is snapped—yes, the digitized "ready, set, hut!" voice is there. With only seven players on each team, it's easy to follow the plays and watch the players line up and move exactly the way the diagrams on the play select screens showed. Play execution is natural and simple to learn, and the action gets pretty intense, whether you're competing against the computer or against another player.

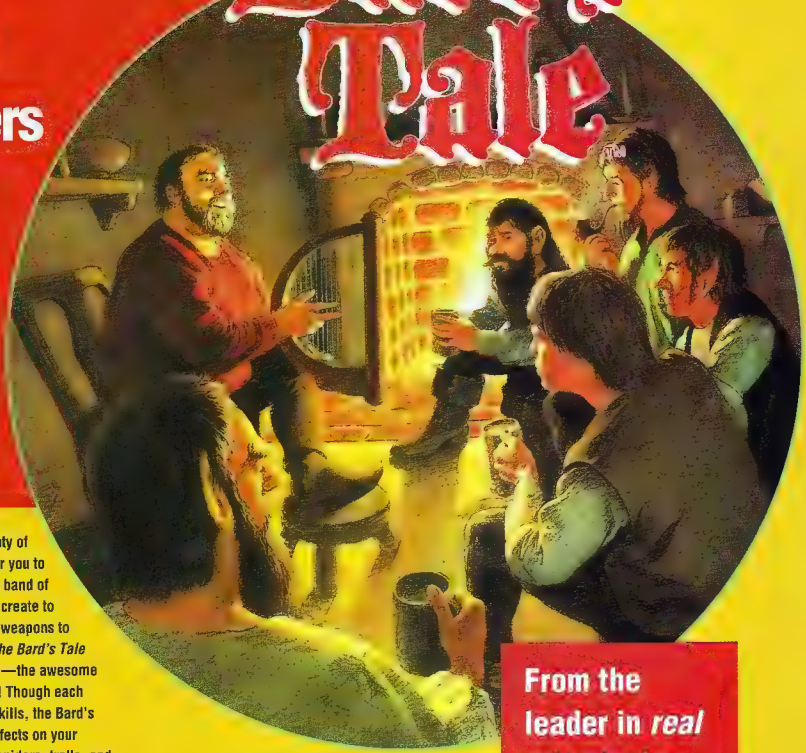
I'm sure that Tengen—who programmed this version of *Cyberball* and licensed it to Jaleco—was not trying to create a textbook case to illustrate exactly what the NES can and can't do. But that's basically how the final product has turned out. Alternately interesting and disappointing, *Cyberball* earns an above-average overall rating because of the satisfying game play, which is really more due to the inspiration of the original arcade design than to any creativity in translating it to the NES.

—Chris Bieniek

Jaleco USA Inc.
310 Era Drive
Northbrook, IL 60062
(708) 480-1811

The Bard's Tale

Where monsters finally face the music!



You'd expect a great role playing game to have plenty of monsters and creatures for you to conquer. You'd expect the band of six hardy adventurers you create to have magical powers and weapons to wield in battle. But only *The Bard's Tale* brings you the unexpected—the awesome weapon of magical music! Though each of your team has unique skills, the Bard's songs have *devastating* effects on your fearsome foes. Dragons, spiders, trolls, and orcs face the music each time they encounter your freedom fighters. Hone your skills in magic and combat as you search for gold through the incredible maze of the city's 16 levels of dungeons and catacombs. Destroy the monsters with magic and music. *Let The Bard's Tale begin!*

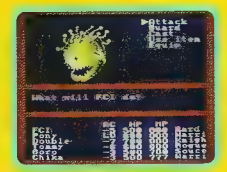
■ **FREE**
World Championship Wrestling T-Shirt with the purchase of two FCI games.

WCW and World Championship Wrestling are service marks (SM's) of World Championship Wrestling, Inc. The Bard's Tale is a trademark of Electronic Arts, Inc. Licensed by FCI/Pony Canyon for play on the Nintendo Entertainment System. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. FCI is a registered trademark of Fujisawa Communications International Inc. 150 East 52 Street, N.Y. NY 10022. Consumer information (708) 968-0425

Licensed by Nintendo for play on the Nintendo Entertainment System®

Official Nintendo Seal of Quality

From the leader in *real* role playing games





■ Step into the action with 3-D perspective
■ Based on the best-selling PC game

FCI®
Not Just Kid Stuff

CIRCLE #118 ON READER SERVICE CARD

Wanderers From Ys (Ys III)

RENOVATION

For the Sega Genesis ($69.99)

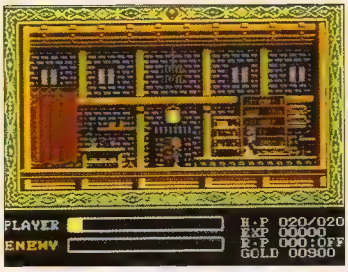
SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	**5**	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

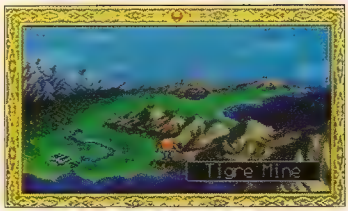
The *Ys* series started out here on the old Sega Master System and spawned a sequel that was released on CD-ROM for the TurboGrafx-16. This third episode, *Wanderers From Ys* for the Genesis, is essentially the same game as its two predecessors, with the corresponding positives and negatives of those games.

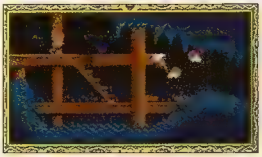
Expectedly, you once more assume the role of Agol, a young, friendly hero-type with no particular personality other than the standard traits of honesty, bravery and an incredible stick-to-it philosophy. On a journey with your friend Dogi to his hometown, Sarina, you learn of strange doings in the entire region of Kenai (which includes Sarina). Crops are failing, strange creatures are roaming the countryside and the gypsies are paying you to go away and stop darkening their crystal balls. At the heart of the evildoings is a creature known as Demanicus, and thus he becomes the focus of your quest.

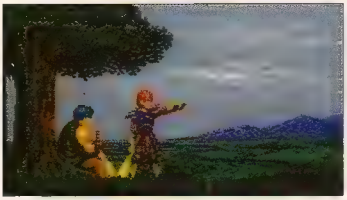
Ys is a blend of arcade action and fantasy role-playing. The ten to 20 hours this game will take you to complete is divided between whacking creatures in dungeons (or other creepy locations) and talking to townspeople. Every town you'll visit has a major problem on its hands; solve the problem and you get a piece of the bigger picture. Solving the problem usually entails searching through the nearest dungeon-type location, confronting successively more powerful villains and locating missing persons or objects. Through continued battle, one gains experience, which translates into money and strength. Money buys you better equipment and more useful items; strength buys you more resistance to enemies and greater killing power. Many obstacles cannot be overcome without the right (expensive) equipment, and many creatures cannot be killed without sufficient strength and dexterity. A battery backup saves up to three games in progress, and one nice feature is the ability to save the game almost anywhere.

Combat is a snap to learn, consisting simply of slashing. You can crouch or jump to hit out-of-the-way targets or to attack from a strategic position. But, basically, it's hack-and-slash at its most elementary. This works better than the ridiculous "bump up against your enemy" tactic in *Ys I*. The entire game, combat included, is presented in side-scrolling views, which makes this game look—and play—very much like the Nintendo *Adventures of Link* cartridge.









***Wanderers From Ys* is a blend of arcade action and fantasy role-playing.**

So, while there's more of the same for *Ys* fans, the look of the game has not changed for years, which is somewhat of a disappointment. While the backgrounds contain good detail and some atmospheric ambient animation, and while they do scroll in two or three levels, the characters still look like the old SMS version: 8-bit and poorly animated. In fact, the characters are larger in *Link* than they are here. I would think *Ys* could exploit the capabilities of 16-bit game systems much better than is demonstrated here. Instead, we have a game that looks like a blast from the past—about three or four years past.

There's a lot of good music in this game, though don't expect anything like the quality or fidelity of the TG-16 CD-ROM version. Short of that, though, this is a great-sounding game. The sound effects are sparse and unremarkable, but the music makes up for it.

The two major drawbacks to this game are the mediocre graphics and the short length of the adventure. If you're just looking for more of the same as the earlier *Ys*, *Wanderers* will fill the bill perfectly. But there are far more sophisticated and complex CRPG-action games out there when you're ready to graduate.

—Josh Mandel

Renovation Products
987 University Ave., Suite 10
Los Gatos, CA 95030
(408) 395-8375

John Madden Football

ELECTRONIC ARTS

For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

From the early X's and O's arcade games to today's latest graphically

NOW THE POWER TO FIGHT BACK...

BECOME INVINCIBLE!!

ACTION REPLAY CARTRIDGE

ACTION REPLAY

MORE POWER

MORE POWER MORE LEVELS MORE ENERGY MORE FUN

ONLY $79.00 INC. P+P



FREE!!

12 MONTHLY ISSUES OF GAMEBUSTER MAGAZINE (WORTH $30)



YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

- Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for the16 bit game console from SEGA ENTERPRISES Ltd.
- Action Replay is so easy to use just enter the parameter code for the game that you are playing and that's it. Now you can play games in ways you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own operating system designed to allow user friendly entry of parameters for games cartridges so they can be used to their full potential for destruction!



GAME BUSTERS

CALL TOLL FREE- 1-800-562-[illegible] -ORDERS ONLY

WE WILL DISPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR SYNCRO EXPRESS IN WITHIN DAYS, NOT WEEKS OUR MULTI-USER XENIX BASED ORDER PROCESSING SYSTEM CONTROLS YOUR ORDER FROM THE MOMENT YOU PLACE IT RIGHT THROUGH TO DESPATCH. ORDERS NORMALLY DESPATCHED WITHIN 24HRS.

GAMEBUSTERS

931 S. R.434, SUITE #225, ALTAMONTE SPRINGS, FLORIDA 32714

*ADD $4.00 SHIPPING AND HANDLING ($10.00 CANADA/MEXICO).

ALL GOODS SHIPPED 2ndDAY AIR UPS

WE ACCEPT MASTERCARD/VISA/CHECKS/MONEY ORDERS or COD's (ADD $2)

PLEASE MAKE CHECKS/MONEY ORDERS PAYABLE TO "COAST TO COAST"

CIRCLE #130 ON READER SERVICE CARD

resplendent home versions, football simulations have been created for most every system and environment. The main attraction for sports simulations is the option to go head-to-head against other players, as well as against the computer, which often brings more challenge and enjoyment to a game. Often, however, the computer opponent is either perfect in every respect and nearly impossible to defeat, or simply not sophisticated enough to be much of a challenge.

Fortunately for the SNES, *John Madden Football* is here, and seems to be blessed in the respect that it truly captures the essence of football while managing to avoid the aforementioned pitfalls.

John Madden is well known within the sport of football, and although I am sure that many of you are used to encountering substandard sports games with famous names tacked on merely to sell the product, you can rest easy knowing that isn't the case here.

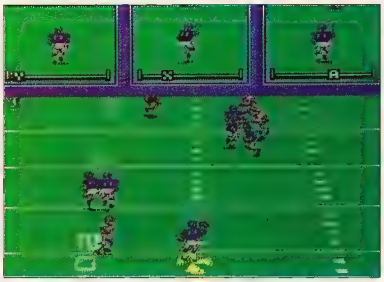
John Madden Football contains all the teams within the NFL, plus an "All-Madden" team, which is composed of the best players from all the teams as only Madden could pick them. Each of the teams has different skill levels—they don't all play the same. I don't know which, if any, season the team's abilities are based upon, but San Francisco has a great team, while a few others are fairly weak. Consider it a handicapping option when players of unequal abilities are playing, if nothing else. However, players who are more closely matched in skills may both choose the same team.

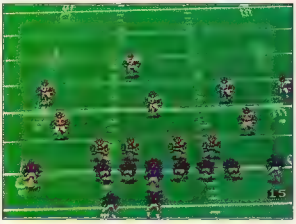
Game options are plentiful and complete. Either one or two players may compete in preseason or regular-season games, including sudden-death overtime, where the first to score takes the game. A playoff option is available for one player only, where that player must attempt to guide his team to the Super Bowl. Players may compete as teammates or against one another. A demo option is also available to see how two teams square off when both are computer controlled.

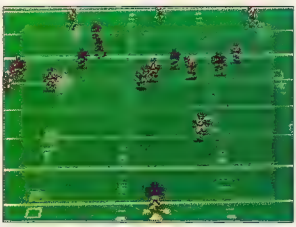
Game length may be set to either five-, ten- or 15-minute quarters, and played upon either turf or grass surfaces in fair weather, rainy/muddy weather or with ice and snow present.

The formula for good game play is what's tough in many sports simulations. The game should be complex enough to provide a variety of game options, but not too complex so as to sacrifice playability. There should be some predictability regarding the outcome of an action or choice of strategy within the game, but enough flexibility to change and vary each time the situation is presented.

John Madden Football manages to capture the essence of football while avoiding many pitfalls.







Complexity? Variety? Let's look at offense. There are four basic play setups: fast, normal, hands and big. The differences between them consist of the types of players put on the field.

For example, "fast" equips your offense with four lightning receivers and a halfback—perfect for passing situations. "Big," on the other hand, puts your best running backs onto the field for plays requiring strong running and blocking skills.

Once you have chosen one of these setups, you are presented with five formation options: a goal-line formation for short-yardage plays; far and near formations, which vary only in the placement of your halfback; a shotgun formation mainly, of course, for passing situations; and a pro-form formation, which is Madden's variation of the pro-set.

Okay, you've chosen a setup and a formation, and now you must call the actual play to be run. Within each of the five offensive formations there are six distinct plays to choose from, either passing or running.

Take these numbers, add in the options for punting and field goals, plus three plays that can be called as audibles on the field, and you have a grand total of 127 offensive plays to choose from—not a bad menu to select from.

Defensive play choice is made in a similar manner, from five setups, including "big," "4-3," "nickel," "dime" and special teams, totaling 58 different choices. Again, plenty of options to choose from.



Throughout the game, Madden has advice and comments to help players understand and choose the best options for winning. For example, the default plays for both offense and defense during the game are the plays that Madden himself would recommend.

continued on page 52

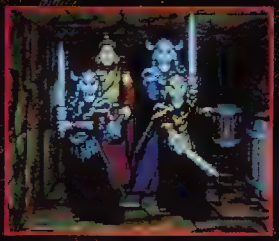
EYE OF THE BEHOLDER II

Bigger...Better...Meaner Than Ever!

Advanced Dungeons & Dragons

Yes! The exciting sequel to *Eye of the Beholder* is here!

Like its awesome predecessor, *EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON* is a graphically based AD&D® computer fantasy role-playing saga — with stunning pictures, realistic animation and 3-D "you-are-there" point of view. *EYE II* gives you all this... and more — *much more!*



3-D View!

BIGGER! A bigger adventure includes forest, temple, catacomb and three huge towers. The bigger story gives you more people to meet, clues to learn and mysteries to unravel! ***BETTER!*** Better graphics and improved "point-and-click" interface make playing even easier. ***MEANER!*** Lots of new, smarter, meaner monsters!

Transfer your characters and items from *Eye of the Beholder*, or create your own experienced group of characters. Either way, you're in for more of the best fantasy role-playing experience!

Brave the haunting forest on the way to the dread Temple Darkmoon.



One slip—in combat or in conversation—can bring the whole force of the enemy against you!



TO ORDER BY VISA/MC: call 1-800-245-4525 (in USA & Canada). To receive SSI's complete product catalog, send $1.00 to: SSI, 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086.

IBM ★ AMIGA

Clue Book available!





SSI

STRATEGIC SIMULATIONS, INC.

TENGEN presents the *hottest* arcade hits for your GENESIS!



PIT-FIGHTER

Digitized graphics of live action for the meanest, nastiest, hand-to-hand combat!

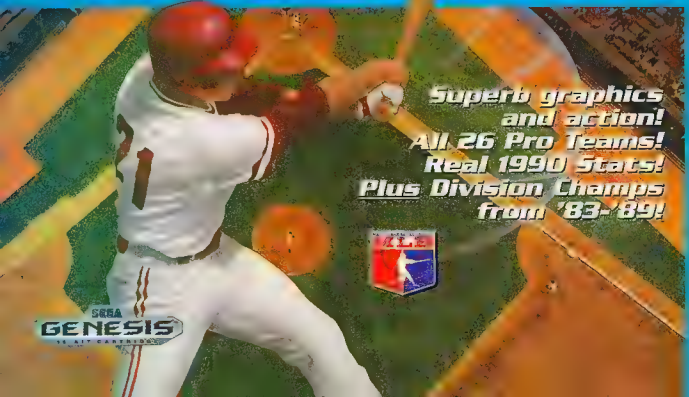




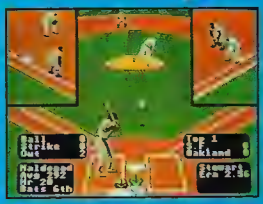
RoadBlasters

Drive a super performance car on a highway where the only law is survival!





R.B.I. 3 BASEBALL



CIRCLE #120 ON READER SERVICE CARD.

Call 1-800-2-TENGEN today to order with VISA/MC.

Or go to your local retailer.

OFFICIAL SEGA GENESIS SEAL OF QUALITY

PAPERBOY

It's not a job — it's an adventure! It's the most fun you can have on a bike!





PAC-MANIA

You're Pac-Man in a universe of 3-D mazes — and you can jump over ghosts!





Ms. PAC-MAN

For two players, 36 awesome mazes! Features Pac-Booster!





continued from page 48

Though I've covered many aspects of the game, there are many more details that contribute to making this a fine football game. The graphics are very well done, with good scrolling from your overhead vantage point. The action moves quickly, and it will take time and practice to master all the options available to the player. Sound effects consist mainly of an opening theme, the roar of the crowd and brutal crunching and grunting, but the cracking of bones blends in nicely. About the only thing missing is the instant-replay rule, though an instant-replay option, which can be pulled up by either player after any play, is a nice addition.

If you like football, don't hesitate in buying this one. It will provide plenty of grid-iron action for amateurs and pros alike.

—Brent Walker

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(415) 572-ARTS

Master of Monsters

RENOVATION

For the Sega Genesis ($69.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Master of Monsters is Renovation's interpretation of the basic hexagonal war game format brought to the Genesis screen. The game's setting is the generic "wizards & monsters" pseudo-Dark Ages world that video gamers are well acquainted with.

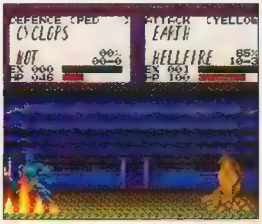
Basically, the situation is "one army vs. another," with the element of magic thrown in. The head wizard guy (pardon my eschewing of back story) is retiring. You and three others raise armies of monsters and use them as pawns to fight one another. The winner of this four-sided war wins the retiree's position and prestige.

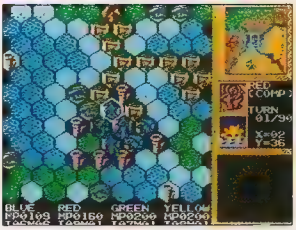
All of this takes place on a map divided into hexagonals. Depending on the selected map, the land consists of variable amounts of rocky terrain, water, forests, swamps and so on. Certain environments can impede your monsters' movements, which depend upon the creatures' characteristics.

The object is simple: Summon creatures with your allotted magic points and move them about the map to take over towers. The more towers occupied by your minions, the more monsters you can conjure and put onto the map. The winner is the one wizard who can take over all towers within the assigned number of turns for the game.

Despite its strategic slant, *Master of Monsters* is surprisingly easy to learn how to play.







Opposing monsters on neighboring hexagonals can fight. The scene switches to a battle scene, where they duke it out using their powers or brute strength. The stronger fighter will have the most fighting experience (gained from tenure in the game) and health points. The weaker will lose more of its health but can usually inflict damage to the opponent. None of this stuff is under your control. The theatrics animate what are simply game pieces.

The wizards can perform the expected spells to heal their creatures or harm their enemies. Also, there are about 80 types of monsters from which you can select. Each has its own strengths and weaknesses in mobility, attacking, defending and health.

Up to four people can play, but if you're alone, the other three wizards can be assigned under the computer's control. There are also two campaign games. These pit only you against one computer wizard in a series of maps, vying for control of the greatest number of them.

There are some problems. First, and this applies to most map-oriented games, the screen only shows a small portion of the whole map. When you play a noncomputerized war game, you have the luxury of scanning over the entire laid-out map and grasping the entire scope of your, and your opponent's, strategy.

Seeing only parts of the map also poses problems in keeping track of your monsters. You'll easily forget where you placed a creature—or that it even exists—once you spread them out and their numbers grow. It would have been immensely helpful if a function were provided that allowed you to cycle from one monster to another.

Finally, seeing the screen switch from the map to the battle scene quickly becomes tiring, as the action, though finely animated, isn't all that



PARASOL STARS

THE STORY OF BUBBLE BOBBLE III

Get ready for some finger-scaring action as Bubby and Bobby blast their way onto the TurboGrafx™-16!

This third installment in the Bubble Bobble™ series is packed with eye-popping 16-bit graphics spread throughout eight different worlds and countless levels!

Use four kinds of elemental drops (Fire, Water, Lightning, and Star) to overcome waves of nasties bent on ending your quest to rid the universe of the evil mastermind Chaostikahn!

Whether you play alone or have a friend join the fray via the TurboTap®, stay alert! Your only hope of reaching the final showdown is to unlock the secret of the Parasol Stars™!

1 or 2 Player Action!



"TurboGrafx" is a trademark of NEC Technologies, Inc., "TurboTap" is a registered trademark of NEC Technologies, Inc. © 1991 Taito Corp. "Parasol Stars" and "Bubble Bobble" are trademarks of Taito Corp. Licensed from Taito Corp. by Working Designs, 18135 Clear Creek Road, Redding, CA 96001. For a dealer near you call (916) 243-3417 ext. 190.

CIRCLE #121 ON READER SERVICE CARD

necessary to see. True war gamers find this kind of stuff frivolous.

Despite its strategic slant, *Master of Monsters* is surprisingly easy to learn to play. Unlike a lot of strategy titles, *Master of Monsters* doesn't mess with a confusing array of numbers that you must utilize to play well. Definitely a good introduction for the neophyte war gamer and suitable for the expert, due to its video game-unique play elements.

—Howard H. Wen

Renovation Products
987 University Ave., Suite 10
Los Gatos, CA 95030
(408) 395-8375

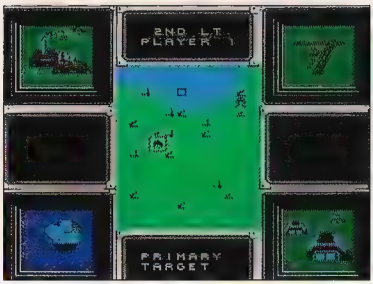
F-15 Strike Eagle

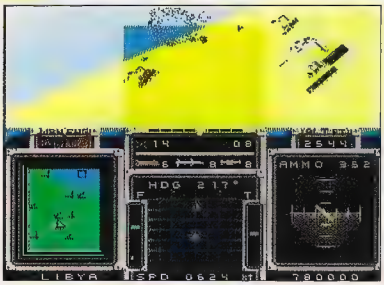
MICROPROSE

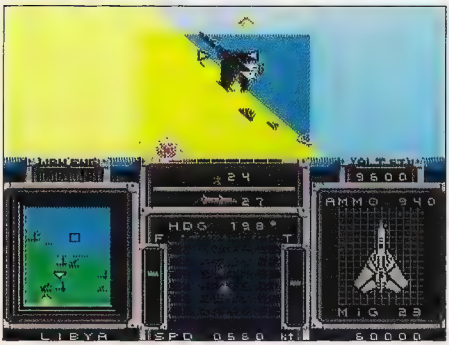
For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10









F-15 Strike Eagle, by MicroProse, was first released over six years ago in computer format.

While video-game publishers are scrambling to diversify their offerings, computer-game publishers are wisely retrofitting their most popular titles for release as cartridges; these games are faster and cheaper to produce than building a brand-new game, may benefit from existing sales momentum and have the advantage of already having been extensively play tested.

F-15 Strike Eagle is one of the dependables, first released over six years ago and still popular today. The NES version is just as adept at preserving the entertaining premise: Why attend flight school, when all you want to do is blast a few targets to smithereens? This is the air-combat simulator for people who aren't interested in long manuals or memorizing dozens of commands. At the simplest level, you man the guns and leave the piloting to somebody else. At the most advanced level, you assume full control, from weaponry to navigation and piloting; or those duties may be divided between two players.

Each of the seven sortie areas may be flown several times in order to achieve higher ranks. However, conditions, such as time of day, can change each time you replay a scenario. Most of the sorties take place as part of Operation Desert Storm. They get more difficult as you progress, and sometimes you're prevented from flying the advanced missions until you reach a certain rank. A password feature allows you to save your progress.

Each of the four skill levels gives you a differing degree of control over the mission. This is a terrific way of easing into the game—almost a tutorial. The easiest level is suitable for the most casual players or those who've never played a flight combat game. As the skill level increases, so do your options: As a Combat Pilot or Ace, you must select the appropriate weapon for each type of target, and select the right kind of decoy depending on what ordnance the enemy has used against you. At the higher levels, you'll also need to deal with radar, altitude and speed, damage, fuel, targeting priorities, takeoffs and landings. In short, it's a whole different ball game. Yet the controls are extremely simple, even at the highest level.

But does it blow up *real* good? Not particularly. Graphics are not a strong point. There are dozens of different screens, backgrounds and effects, and a few are quite good, but most are mediocre. That's okay, though: This is a very detailed, ambitious game to be packed into an 8-bit cart, and the designers did a commendable job of retaining quality. The action and excitement are there, and if the scenery isn't quite as detailed as we'd like, and if the animation isn't as smooth as it might be, that's a small price to pay.

There's a lot of digitized speech in *F-15*, and it's extremely crisp, loud and clear. The variety of sound effects is also outstanding, so much so that you can often take action based on the sounds you hear, rather than depending totally on visual feedback. Musical themes effectively punctuate the action and award screens.

Right now, *F-15 Strike Eagle* may well be the most effective air combat sim for

any home video-game system. It's also very user-friendly. Not surprising, given the game's long and esteemed history of refinement, and MicroProse's traditional attention to quality.

—J.M.

MicroProse
180 Lakefront Drive
Hunt Valley, MD 21030
(301) 771-1151

Super Ghouls 'n Ghosts

CAPCOM

For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

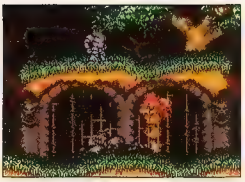
The original *Ghouls 'n Ghosts* is an all-time classic game for the Nintendo Entertainment System. This brand-new version has only its name in common with its older brother. Everything else is brand-new and vamped up for the graphic wizardry of the Super NES.

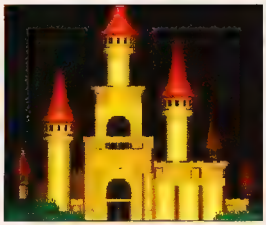
The story of the game picks up where *Ghouls 'n Ghosts* left off. The Ghoul Realm has come back to life, and the evil Sardius is responsible. Princess Guinevere has been kidnapped, and only the studly knight, Arthur, can save her by romping through the Ghoul Realm and defeating Sardius.

The game is divided into eight levels. Some levels are further divided into two stages. The eighth and final level can only be reached the second time through the game. The second time? That's right; you have to play through *Super Ghouls 'n Ghosts* twice. After your first time through the game, Princess Guinevere will tell you that you need a special weapon. You are sent all the way back to the first level to find the weapon and hold onto it as you play through each of the levels for a second time. This may seem cruel, but it definitely makes this game challenging. That's great for players (like me) who have years of video-game experience and are looking for a tough game to test their skills.

As you run through each level, you'll encounter a variety of bizarre creatures. Of course, you'll run into zombies that burrow out of the ground (zombies were at the beginning of the original *G 'n G*). You'll also meet new enemies like Woo, a snowball-spitting bad guy, and mimics, creatures that live inside treasure chests. Don't get hit by these creatures or you'll lose your armor and have to run around in your underwear until you find Arthur some new clothes.







Capcom's *Super Ghouls 'n Ghosts* pushes the Super NES hardware to new limits.

Arthur starts out with a fairly weak weapon, but he can power-up by taking magical weapons from treasure chests. These magical weapons are not only powerful, but fun to use! Each magical weapon has its own graphic effect when it is used on the enemies. You'll want to try each magical weapon just to see what it looks like.

I have a few nit-picks about the game play. The action will sometimes slow down considerably for a few moments, usually when there are lots of enemies or other objects on the screen. This slow-down phenomenon is more the fault of the Super NES hardware than the game, but it still bears mentioning. Also, Arthur can't shoot up or down, only to the sides. This

CALL 812-479-0001 FOR TITLE AVAILABILITY OR PRICE

VIDEO GAME HEADQUARTERS

"ALWAYS THE NEWEST TITLES WITH THE BEST PRICES"

1-800-441-2984 *ORDERS ONLY*

SEGA GENESIS™

Genesis System	$149.00
Abrams Battle Tank	$47.95
Airbuster	$42.95
Alien Storm	$41.95
Arcus Odyessy	$54.95
Batman	$41.95
Berlin Wall	$38.95
Bimini Run	$41.95
Beast Warrior	$54.95
Centurion	$44.95
Crack Down	$43.95
Crime Traveler	$42.95
Dando	$46.95
Dark Castle	$43.95
Death By Steel	$49.95
Dinoland	$41.95
Death Duel	$57.95
Decap Attack	$41.95
Earl Weaver II	$48.95
Fantasia	$41.95
Fatal Labyrinth	$35.95
Faery Tale Adventure	$44.95
Searess	$54.95
Golden Axe II	$48.95
Hardball	$45.95
Immortal	$51.95
Jesse The Body	$44.95
John Madden	$41.95
KA-GE-KI	$52.95
Lakers vs Celtics	$51.95
Mike Ditka FB	$41.95
Midnight Resistance	$41.95
Mickey Mouse	$41.95
Might & Magic II	$57.95
Ms. Pacman	$34.95
Mercs	$48.95
NHL Hockey	$44.95
Onslaught	$41.95
Paperboy	$38.95
Pat Riley	$41.95
PGA Tour	$51.95
Phantasy Star II	$58.95
Phantasy Star III	$59.95
Phelios	$26.95
Pit Fighter	$47.95
Powerball	$43.95
Quack Shot	$41.95
Raiden Trad	$41.95
Rambo III	$44.95
Rastan Saga II	$41.95
RBI III	$47.95
R.C. Grand Prix	$29.95
Revenge of Shinobi	$49.95
Road Blasters	$42.95
Road Rash	$44.95
Sagaia	$41.95
Shadow Blasters	$29.95
Shadow Dancer	$41.95
Shining Darkenss	$59.95
Soccer	$34.95
Sonic the Hedgegog	$44.95
688 Attack Sub	$58.95
Space Harrier II	$35.95
Space Invaders 91	$37.95
Spiderman	$44.95
Star Control	$49.95
Storm Lord	$46.95
Strider	$55.95
Shadow of the Beast	$54.95
Starfight	$58.95
Super Monaco GP	$41.95
Super Thunderblade	$58.95
Super Volleyball	$34.95
Swamp Thing	$43.95
Sword of Sodan	$41.95
Sword of Vermilion	$57.95
Targhan	$42.95
Task Force Harrier	$54.95
Turn-can	$42.95
Thunder Force III	$47.95
Tommy Lasorda	$50.95
Valis III	$54.95
Wardner	$44.95
Warrier of Rome	$57.95
Whip Rush	$43.95
Wings of Wor	$44.95

GAME GEAR™

Game Gear	$147.95
TV Tuner	$99.95
AC Adapter	$11.95
Battery Pack	$42.95
Dragon Crystal	$28.95
G-Loc	$28.95
Golden Axe	$37.95
Golf	$28.95
Joe Montana F B	$28.95
Mickey Mouse	$28.95
Shinobi	$34.95
Super Monaco GP	$28.95

NEO GEO

Neo Geo Gold	$574.95
Blues Journey	$174.95
Burning Fight	$174.95
Ghost Pilots	$174.95
Super Spy	$174.95
Baseball Stars	$174.95
Cyberlip	$174.95
King of the Monsters	$174.95
Nam '75	$174.95
Ninja Combat	$174.95
Sengoko	$174.95
Top Players Golf	$174.95

Super Nintendo ™

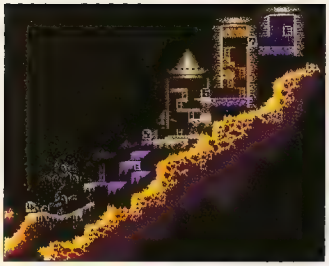
Gradius III	$48.95
Actraiser	$56.95
Bill Lambeer Com. Basketball	$53.95
Final Fight	$51.95
Super Ghouls & Ghosts	$51.95
Super R-Type	$53.95
Castlevania IV	$53.95
UN Squadron	$51.95
Zelda 3	$48.95
Sim City	$48.95
John Madden Football	$51.95
Lakers vs. Celtics	$51.95

Video Game Headquarters does not guarantee compatability with any system. No refunds. Exchanges only for unopened software on in-stock merchandise. Everything is subject to change.

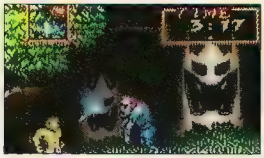
VISA & MASTERCARD Money Orders treated as cash.
P.O. Box 15371, Evansville, IN 47716

Shipping:
UPS ground $3.50 /order on games. 2nd day air/$6.00. Call for alternative shipping and hardware shipping.

CIRCLE #122 ON READER SERVICE CARD.

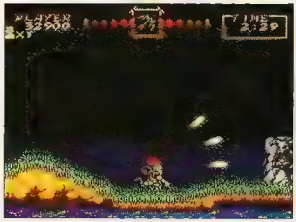


Super Ghouls 'n Ghosts will even challenge video gamers who have years of experience.



seems like an unnecessary limitation. However, most of the magical weapons will shoot above and below you.

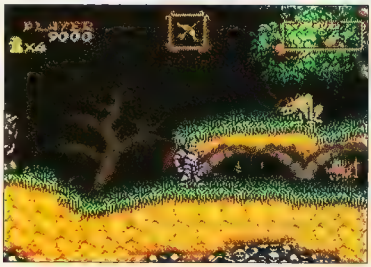
The graphics are outstandingly drawn, the best of any Super NES game I've seen so far. Several levels use the scaling and rotating features of the Super NES to swivel the walls and expand the bosses to massive proportion. The sound is excellent, with many quality samples to beef up the tunes.



Super Ghouls 'n Ghosts is a beautiful game that is also extremely challenging; only the best players will witness the ending sequence. Hats off to Capcom for a quality game that pushes the Super NES hardware to new limits.

—Zach Meston

Capcom USA
3303 Scott Blvd.
Santa Clara, CA 95054
(408) 727-0400



Ultimate Air Combat

ACTIVISION
For the Nintendo Entertainment System (NA)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

Make note that the key word here is "ultimate," folks. This isn't just any typical "air combat," mind you. VG&CE quiz time:

What is *Ultimate Air Combat*?

(a) A killer basketball simulation featuring the sneakers of a well-known sports-shoe manufacturer

(b) A miming "beat-'em-up" that's akin to "air guitar"

(c) A jet-fighter game

The answer is obvious, of course, but one thing can be noted for a generic title—it serves a dual purpose, naming both the product and describing its contents.

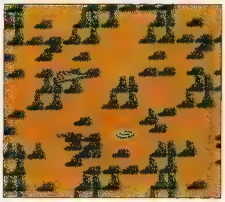
To be fair, *Ultimate Air Combat* isn't that bad. It has a timely plot for one. General Don Gwano is readying an army to attack his neighboring country's oil fields. You've been assigned to a special mission where you'll fly a modified jet fighter into enemy territory to do strikes on installations and weapons in order to weaken Don Gwano's military capability.

Ultimate Air Combat is broken down into parts. The first is a flight semisimulator in which you're engaged by enemy planes in aerial dogfights. Once you wipe them out, your jet's autopilot takes over and automatically brings you over the area where the targets are that you must destroy.

The game's perspective then switches to an isometric angle, with your plane represented in the screen's center. You have complete freedom to move your plane up, down and around the landscape. A compass points to where the closest target is. Depending on the described mission, your target will be something of military significance like a bridge, freighter boat or munitions warehouse.

Essentially, *Ultimate Air Combat* is a bombing-run game with a simulator air-combat sequence thrown in to provide substance. Apparently, the game expects you to drop bombs to take out the targets. Doing this is inaccurate, time-consuming (thus, draining your fuel) and leaves you susceptible to attacks from enemy jets, tanks and antiaircraft guns. It's easier, and definitely more gratifying, to blow up targets by holding down your plane's cannons and strafing the enemy at your own leisure. This defeats the intent of the final mission at hand, but it's a lot of fun to do.

The air combat presents you with three different jets you can fly into enemy territory. They include modified versions of the F-14 Tomcat, AV-8 Harrier and F-18 Hornet. As you'd expect, each plane has its strengths and weaknesses, making it more, or less, suitable for a certain mission.



Ultimate Air Combat is similar in style to Konami's Top Gun: The Second Mission.



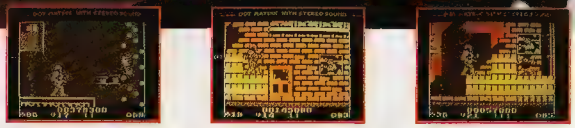
continued on page 60

ROBOCOP 2™



He's Back To Protect The Innocent.

This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 slammin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleases Cain, it's a final struggle of robo-power verses robo-power.



ORION® PICTURES CORP.
Orion's licensing representative: CLC

Robocop 2 TM and © 1990 Orion Pictures Corp. All rights reserved

Nintendo ENTERTAINMENT SYSTEM®

The name of the game

ocean

Official Nintendo Seal of Quality™

GAME BOY

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

©1990 OCEAN OF AMERICA, INC. NINTENDO AND GAME BOY ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

CIRCLE #123 ON READER SERVICE CARD.



CIRCLE #124 ON READER SERVICE CARD

SUPER R-TYPE®

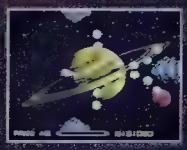
SUPER-CHARGED FOR 16-BIT!

IT'S SO INCREDIBLY GOOD IT'S SCARY!

Get your hands on the greatest thing in the universe to 3-D action. Eyeball-grabbing graphics, brilliant colors, phenomenal sound. Super R-Type* has it all. Fabulous controls create a whole new dimension of realistic play. Your skill is all that stands between hero R-9 and the rampage of destruction wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you're

*R-Type coming to your planet soon.





SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo

irem

IREM AMERICA CORP

Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052

Irem, Nintendo and Super Nintendo Entertainment System (SNES) are registered trademarks of Nintendo of America Inc.

CIRCLE #125 ON READER SERVICE CARD.

continued from page 56

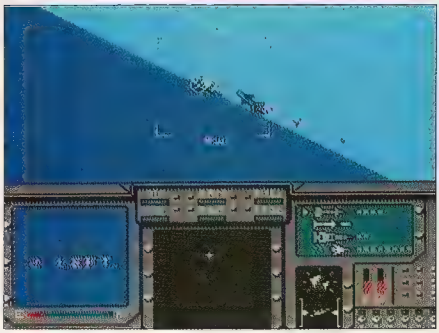
You're also given the option of arming your jet with missiles and equipping it with fuel tanks in the configuration that you want. The menu of missile types is sizeable, featuring sidewinders and sparrows. After you successfully complete the four missions in a level, a special high-tech weapon—such as a laser—is added to your inventory.

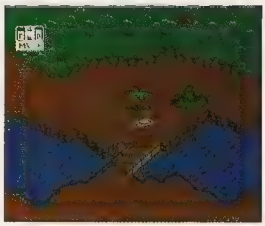
Sound plays a crucial role in the game, since it is your copilot's voice that warns you of trouble, such as an incoming missile or low fuel. He also yells victoriously whenever you down a plane. This helps to indicate that you did indeed destroy a jet, in case there are any doubts.

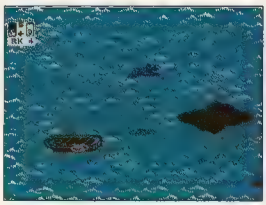
Game play gets exceedingly difficult after you complete the first level and, perhaps, becomes a little too hard. *Ultimate Air Combat* is similar in style to Konami's *Top Gun: The Second Mission*—except Activision doesn't quite pull off the same quality with the graphics. However, *Ultimate Air Combat* is clearly more versatile in play and is just as frenetically dizzying.

—H.H.W.

Activision
4600 Bohannon Drive, Suite 210
Menlo Park, CA 94025
(415) 329-0800







***Ultimate Air Combat* is a bombing-run game with a simulator air-combat sequence.**

Rampart

JALECO

For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	**3**	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

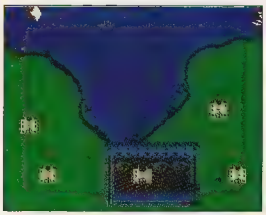
Here's another Atari coin-op that was licensed to Tengen, which programmed an NES version and sublicensed it to Jaleco for release under the official Nintendo "Seal of Approval." *Rampart* can best be described as a simplified war game that's set in the Middle Ages, where battles are fought with cannons and ships. It looks like a "thinking" game, but you'll need control-pad skills that are good enough to allow you to act on split-second decisions and make the most of your battle plan.

Though the game's layout resembles board games like Risk or Stratego, the strategy involved is much less complicated. Basically, you're required to fortify the defenses around your castles by building walls around them. The building process gives you an infinite supply of wall pieces—they look like mutant *Tetris* shapes—but only gives you a short time to move them around and position them before the next wave of frigates arrives to fire at you from the water.

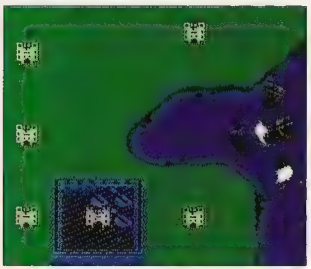
The most challenging aspect of *Rampart* is the fact that all of these activities are timed. Sometimes you'll have four or five cannons that need to be placed behind the castle walls—but the game only gives you ten seconds to accomplish this. Throw in a couple more variables—like the flaming craters that can't be built on or the "bad-smelling grunts" who get dropped off by the attacking ships and attempt to take your castles on foot—and the result is a frantic exercise in patience and careful timing. The computer is a merciless opponent, and the one-player game can leave you clawing at the TV in frustration, if you haven't taken the time to get acquainted with the subtleties of gun placement and territorial acquisition.

The two-player mode is even more interesting. There are no ships or "grunts"—you simply build walls around the castles on your side of the screen and fire away at your enemy's fortifications. It's like a high-tech, high-speed version of the classic *Artillery Duel* computer game, a great time if you can find another player whose gaming skills are about as good (or bad) as your own.

One thing that bothers me about the "building" phase is that you're only allowed to move the wall pieces over land. If your cursor is on the left side of the screen and there's a body of water dominating the center of the playfield, you can't move that piece directly over to the right side without navigating around the shoreline. Even though the instruction manual is decidedly flippant about the logic behind



***Rampart*'s layout resembles board games like Stratego.**

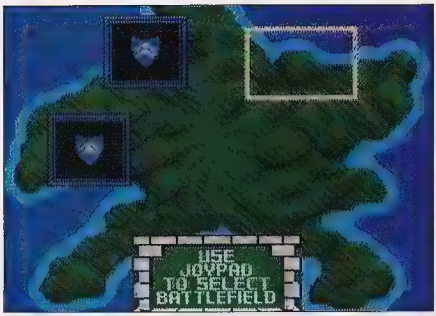


Super Castlevania IV

KONAMI

For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10



***Rampart* can best be described as a simplified war game that's set in the Middle Ages.**

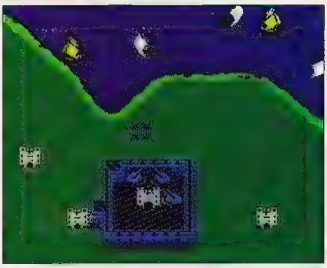
the game's design, saying, "don't expect a full explanation," I can't believe that this restriction was intentionally programmed into the game. It strikes me as the type of quirk that should have been identified and corrected at the "beta testing" stage.

Though the game's graphics are extremely simplistic, the sound effects and music are outstanding. Plenty of digitized effects can be heard—a voice calls out "Ready, aim, fire!", drumrolls are rattled out by a sharp military snare and the explosive cannon fire will shake the room if you turn up the volume as loud as I did.

Of course, *Rampart* scores highest in the originality department. I can't say that it will appeal to everyone, but there's nothing else on the market that's quite like it—and there are only a handful of NES games that can be described as such. For that reason alone, it's worth a look.

—C.B.

Jaleco USA Inc.
310 Era Drive
Northbrook, IL 60062
(708) 480-1811





Transylvania. Home of the family Belmont, defenders through the ages against another resident of the area, the dreaded vampire Dracula.

Yet another hundred years have peacefully passed without a sign of evil, but, during a spring celebration, reports of odd creatures roaming about have the population uneasy. Within an abbey outside the town, a group of pagans attempt—and succeed—in reviving Dracula once again.

With evil power on the rise, Simon Belmont must call forth the forces of good, and, with the aid of his mystical whip and the Belmont knowledge passed down through the generations, go forth and defeat this evil uprising before it spreads throughout the land.

This fourth installment in the *Castlevania* series follows in the footsteps of its predecessors in many ways, but includes some freshness that the move to the SNES makes possible.

Within this latest quest, there are 11 stages (each made up of various subsections) and a beautiful mix of landscapes and musical backgrounds to pave the way. If you've played any of the first three, you should have no trouble in pick-



CIRCLE #126 ON READER SERVICE CARD.

ing up the basics here. If not, here is a quick rundown:

Equipped with your whip, you must make your way through misty bogs, moist swamps and musty castle passageways, cleaning out evil and picking up a bit of gold and goodies along the way.

You start with three lives and a full health bar, but must pick up extra weapons and food to keep Simon in top shape for his battles. Evil grows with every passing second, so a timer keeps Simon aware of how much time is available for each stage of the game. Let the time run out, and Simon loses a life. Lose all your lives, and...well, learn to like the taste of blood!

Since adventuring is tough work, a password feature is available that may be brought forth after a game has ended. A password is then given that will allow you to continue at the beginning of the level you were on when you died.

Another feature that some may find handy is the ability to configure your control-pad buttons for the different commands available: jumping, whipping and throwing. An additional stereo or monaural option will let you configure your sound output to the equipment available.

Once you get these items down, it's time to learn how to use your whip. Eight directions are available for your normal snapping action. If you continue to hold down the whip button, however, your whip will go limp, and can be waved about to cause lesser damage or to latch onto things. Yes, your whip is now a handy device for latching onto brass rings that are located throughout the game, and the skill of whipping and holding onto these rings is essential in many areas of the game. Once attached, simply swing in the direction you need to travel.

Other weapons, in addition to your whip, that will aid you in defeating the forces of evil include: a watch that, when activated, will freeze enemies on the screen for a few seconds; a dagger that can be thrown at enemies in a straight line; a more powerful ax that slowly arcs toward an enemy; a firebomb that will torch anything it hits; and a powerful boomerang that flies across the screen and returns to you, doing damage round-trip.

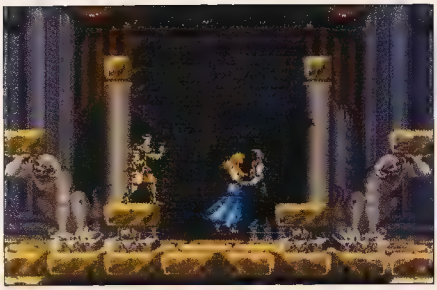
If special power-ups are found, up to three of any one of the above mentioned weapons may be launched at a time, so keep your eyes open.

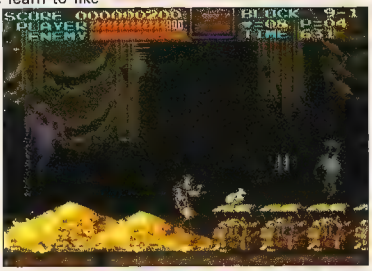
Many other items are available, some of the more important of which are the heart icons that are captured. These icons determine the number of times your auxiliary weapons can be used, so it would be wise not to rush by them.

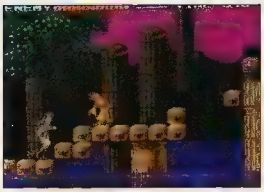
Really nice backgrounds, sound effects and music, plus challenging and interesting game play make *Super Castlevania IV* live up to its heritage. The boss characters are challenging, and the various evil critters that are creeping the halls keep your steps cautious. The problem of screen slowdown—a prevalent SNES trait, it appears—did pop up occasionally, but didn't take much away from an otherwise polished and enjoyable game.

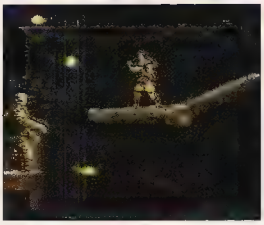
—B.W.

Konami
900 Deerfield Parkway
Buffalo Grove, IL 60089-4570
(708) 215-5100









***Super Castlevania IV* follows in the footsteps of its predecessors in many ways, but includes some freshness that the move to the SNES makes possible.**

Bill Laimbeer's Combat Basketball

HUDSON SOFT
For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	**5**	6	7	8	9	10
PLAYABILITY	1	2	3	4	**5**	6	7	8	9	10
OVERALL	1	2	3	4	**5**	6	7	8	9	10

Bill Laimbeer's Combat Basketball is yet another in the long line of below-average games with famous names attached to them to gain a gamer's interest. In this case, the below-average game is *Future Basketball*, programmed in Europe for the Commodore Amiga and Atari ST 16-bit computers. The famous name is Bill Laimbeer, a center for the Detroit Pistons of the NBA. Hudson Soft bought the game, tacked on Bill's name and—voilà—had *Combat Basketball*.

Here's the plot: In the future, Bill Laimbeer has been made the commissioner of the NBA. He immediately changes the rules, banning referees and legalizing fouls of any kind—the kind of basketball he likes to play. Laimbeer makes a cameo appearance in the game as a very expensive free agent!

The interface for *Combat Basketball* is the nicest part of the game. Here, you can choose to play a single game, start a

CADASH

TM

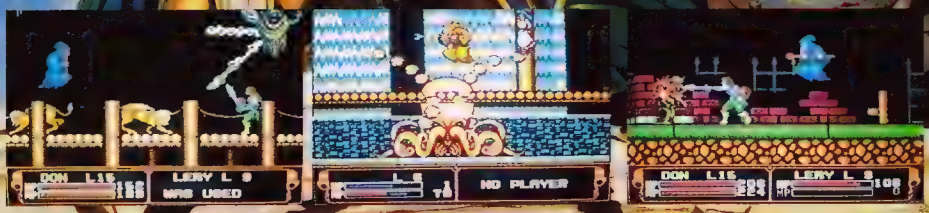
1 or 2 Player Action!
4 Different Characters!

Arise brave warriors, your skill is about to be tested! Baarogue the Destroyer has captured lovely princess Sarasa, and it is up to you to rescue her and defeat him.

Overwhelmed? Fear not, for this quest allows two brave souls to venture forth simultaneously via the TurboTap™!

Hurry, for Baarogue's power grows by the second and soon no one will be able to halt his advance!

The hit Taito arcade game is now available exclusively for the TurboGrafx™-16!



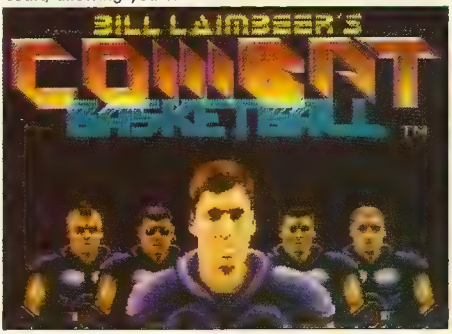
"TurboGrafx" is a trademark of NEC Technologies, Inc., "TurboTap" is a registered trademark of NEC Technologies, Inc. © 1991 Taito Corp.
"Cadash" is a trademark of Taito Corp. Licensed from Taito Corp. by Working Designs, 18135 Clear Creek Road, Redding, CA 96001
For a dealer near you call (916) 243-3417 ext. 190.

CIRCLE #121 ON READER

league (the league has four divisions of teams), examine your team, make trades for better players and rearrange your playing squad to put your best players in important positions.

Once you start a single game or a season, it's time to hit the hard, steel floor of the arena. A small scanner in the lower-left corner of the screen shows where your players are on the court, allowing you to locate players and make passes to players off-screen. The score and time remaining in the game are shown at the top of the screen.

Bill Laimbeer's Combat Basketball is a futuristic basketball game where referees have been banned and fouls legalized.

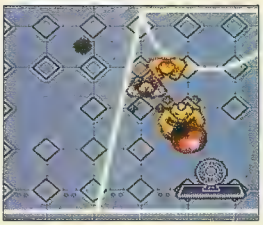


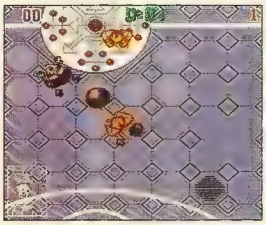
The "combat" in *Combat Basketball* is actually pretty wimpy. You don't have a variety of moves; all you can do is shove players to the ground. There are also weapons scattered randomly on the arena floor, including ninja stars and bombs, but they're pretty stale. In fact, a player looks the same getting shoved to the ground as he does being hit with a ninja star.

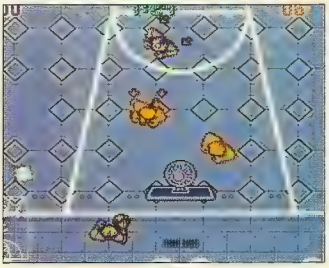
One frustration I have about shooting is that your skill has almost nothing to do with whether the shot is good or not. You just press the button and then hope that your player makes it. Unfortunately for me, my players missed some ridiculously easy shots—sometimes standing about an inch in front of the basket! Talk about frustration!

Another real problem is the speed of play. When only one or two players are on the screen, they zip along, but when three or more players are on the screen at once, the game starts to slow down badly. Why couldn't Hudson Soft's programmers handle roughly 15 on-screen objects (the players, the ball and the occasional weapon)? Perhaps it's the fault of the hardware; every SNES game I've played, with the exception of *Pilotwings*, experiences some slowdown during play.









The graphics in *Combat Basketball* are average. The stadium seems to have been drawn with about 16 colors, truly bogus considering the 256-color palette of the Super NES. The players are animated poorly, and they all look exactly alike, except for the different colors on the team uniforms. The original *Future Basketball* had some players fitted with chain saws and other deadly weaponry for graphic variety, but Hudson Soft "cleaned up" the graphics for "kinder, gentler" console users. The sound is slightly above average, with good drumbeats to bang your head to.

Bill Laimbeer's Combat Basketball is a repetitive, slow-paced game that takes no advantage of the SNES's power hardware. It's recommended only for die-hard future-sport fans.

—Z.M.

Hudson Soft USA
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080
(415) 871-8895

Darkwing Duck

NEC

For the TurboGrafx-16 ($61.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Making his move from Disney animation to the home arena, Darkwing Duck has been called upon for an important mission. Resplendent in a sweeping blue cape and large, wide-brimmed hat, our hero is here to protect the city of St. Canard against the evil schemes of the organization F.O.W.L.

As leader of the group, Steelbeak has, along with his cronies Megavolt, Tuskerninni and Moliarty, been photographed with stolen paintings by the authorities. Unfortunately, this is only a portion of a much more sinister plan. Apparently, F.O.W.L. is working on something purported to be the ultimate crime weapon.

Your mission is divided into four parts. Within Steelbeak's fortress are hidden parts of a painting that will give you information regarding the secret weapon that F.O.W.L. has been constructing.

To recover the parts of the painting, you must venture within the lairs of Megavolt, Tuskerninni and Moliarty. Contained

It's not even close. The massive Sega™ Genesis™ library is an insane line-up of more than 150 titles. Compared to . . . well, you get the picture. But we're not just talking numbers here. Genesis is going off with unreal new games like Sonic the Hedgehog,™ Spider-Man,™ Toejam and Earl,™ Golden Axe II™ and Joe Montana II Sports Talk Football.™ Any one of these would be enough to blister your thumbs for weeks. So for the best selection of arcade games, action/adventure, role playing, sports, you name it, check out the Genesis library. Nothing else stacks up.

SEGA GENESIS

It's a whole lot more.



The other guys just don't stack up.



Sega and Genesis are trademarks of SEGA Enterprises Ltd. All games are trademarks of SEGA or the respective licensors. See boxes for details. © 1991 Sega of America, P.O. Box 8168, Redwood City, CA 94063. Super Nintendo Entertainment System and all logos, NES game titles are trademarks of Nintendo of America, Inc. or the respective licensors. See boxes for details.

CIRCLE #128 ON READER SERVICE CARD.

within these strongholds are the 36 pieces of the painting that will give you the information needed to proceed after Steelbeak.

After selecting either the easy or normal game mode, you may then choose to move against Steelbeak's three henchmen in any order.

Tuskerninni's area is fairly short and simple. As Darkwing, you must travel uphill along a city street and through a sewer system below ground, gathering pieces to the picture, bullets, eggs (which restore your health) and other items as you proceed, while either dodging or defeating enemies along the way.

Although bullets are certainly effective against the enemies, they do run out. Luckily, Darkwing has been gifted with an extraordinarily tough underside, with which he can defeat many enemies by simply jumping and landing upon them in the right fashion.

Megavolt must be tracked through the rooftops, over obstacles and along electrified lifts, while Moliarty is hidden deep below ground and has several holes and lifts to be navigated as well.

If you manage to make it through the terrain, you will meet each of the three in the usual boss matchup, before heading back with any new pieces of the painting you have picked up.

If you don't manage to get all the pieces in an area, you can simply go through it again. Each time you go through, bonus points are awarded for the number of lives and the amount of health you have left, as well as for the number of bullets you have remaining.

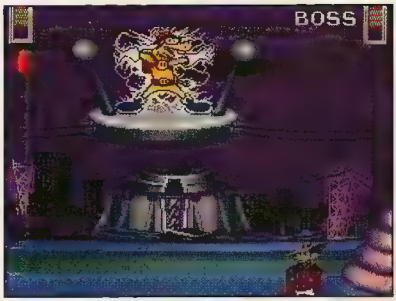
Once you have managed to complete the picture and discover what terrible weapon is being planned, it's time to go after Steelbeak himself. Before you can nab him, however, he frees his henchmen and heads off for Las Duck.

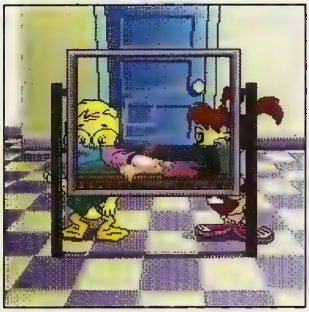
At this point, you must tail him with your motorcycle, dodging other motorists as you attempt to travel the distance within a set period of time. If you manage this, you must make your way through a Las Duck casino for your final confrontation.

If this all sounds fairly simple and straightforward, believe me, it is. Although there are some challenging areas within the game, mostly it's just a matter of timing your jumps to enable you to make it through any of the areas within the game.

***Darkwing Duck* will appeal to preteen gamers.**









The graphics of the game characters are okay and animated decently enough, but the supporting cast and backgrounds are sadly lacking in many areas. Sound effects and music are equally unimpressive, with perhaps two different repeating soundtracks throughout the game and no effects to speak of other than a gunshot or a plink when an object is grabbed.

Darkwing Duck may hold some appeal for fans of the animated features or for younger, less-skilled players, but otherwise, it doesn't hold much that will appeal to the average player.

—B.W.

NEC Technologies
1255 Michael Drive
Wood Dale, IL 60191
(708) 860-9500

Space Shuttle Project

ABSOLUTE ENTERTAINMENT
For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	**5**	6	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

In *Space Shuttle Project*, a pseudo space-mission simulation from Absolute Entertainment, couch-potato astronauts get a chance to complete a series of complex and dangerous space assignments. From the loading of a space shuttle to completing extravehicular space tasks, you control the outcome of each mission from the safety of your control pad.

"Pseudo space-mission simulation?" you ask. Yep. Not much energy has been expended here to provide a realistic space-shuttle experience. For example, rather than use thrusters to control the roll of your spacecraft during lift-off, you simply press your control pad button at the precise time indicated by an on-screen graph. If your timing is good, the spacecraft moves on to the next phase of its flight; if your timing is off, you must try again. You won't confuse this game with a flight simulator, that's for sure.

Each mission comprises four stages. In the first stage, you must activate controls on the launch tower and load crew members into the shuttle. You are given only a

The Addams Family™

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.







TM & © 1991 Paramount Pictures. All Rights Reserved. THE ADDAMS FAMILY logo is a Trademark of Paramount Pictures. Ocean of America Authorized User.

Nintendo ENTERTAINMENT SYSTEM®

SUPER NINTENDO ENTERTAINMENT SYSTEM

The name of the game

ocean

Official Nintendo Seal of Quality

GAME BOY

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

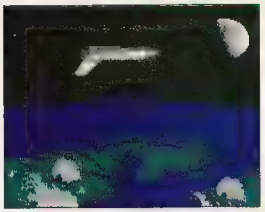
©1991 Ocean of America, Inc., Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America, Inc.

CIRCLE #129 ON READER SERVICE CARD.

short time in which to complete this activity, which requires riding the elevator up and down while taking care to avoid moving obstacles.

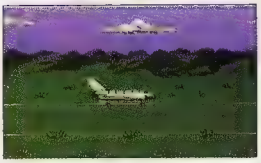
In a mission's stage two, you guide the shuttle's lift-off by precisely activating a series of controls. Some controls require that you exactly repeat a sequence of lights (much like the game Simon); others require that you press a button at exactly the right moment or use the arrow pad to guide dots on a graph. As mentioned previously, these controls have little, if anything, to do with piloting an actual space shuttle.

Absolute Entertainment's *Space Shuttle Project* gets high scores for originality.

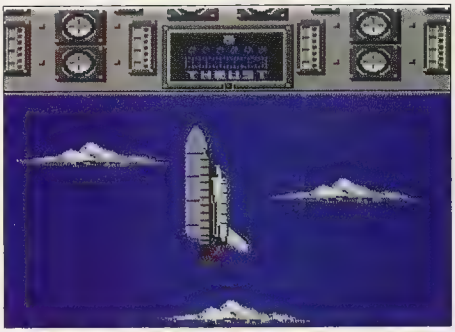




The third stage finds you in space and leaving the shuttle to perform various extravehicular tasks. These tasks vary with the mission and include launching a satellite, delivering parts to a space-station construction site and rescuing Russian cosmonauts. To complete your tasks, you must maneuver through space, avoiding obstacles and keeping an eye on your air and energy.



Stage four, reentry, is much like stage two, lift-off. Here again, you precisely activate controls with your control-pad buttons and arrows. For all four stages, you get five failures before you have to start again at the beginning of the mission.

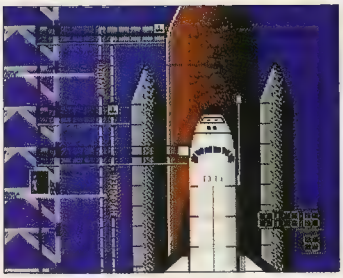


Each mission is more difficult than the one before it. The further you get into the game, the more you must do in the allotted period. For example, in the first mission you need only get one person (besides yourself) into the shuttle; in subsequent missions, you have entire crews to load, one at a time.

If nothing else, *Space Shuttle Project* gets high scores for originality. Although it can't qualify as a full simulation, *Space Shuttle Project* does offer a few vicarious thrills, as you imagine yourself in outer space conducting missions most of us can only dream about. If you're in the mood for an unusual arcade experience, this one might be worth a look.

—Clayton Walnum

Absolute Entertainment Inc.
P.O. Box 116
Glen Rock, NJ 07452
(201) 652-1227



The Immortal

ELECTRONIC ARTS
For the Sega Genesis ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Will Harvey has emerged as an especially versatile and clever game designer. His *Zany Golf* was comically brilliant and left players wanting much more than its ten deliriously silly holes. Unfortunately, the Genesis version (which didn't even have all ten holes) wasn't quite equal to the versions created for various computer systems. Now, Will's second acclaimed game, *The Immortal*, makes the leap from computer to Genesis, and it's a game to be savored.

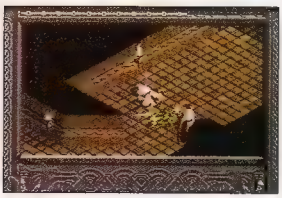
This seven-level quest takes you on a journey to the bottom of a dungeon to rescue a wizard named Mordamir. As you descend, the levels get more convoluted and complicated. Gargoylish goblins, dumb trolls, slime and other nasties populate the labyrinth. You'll need muscle, magic and wits to worm your way down to the dragon's keep at the bottom. A password allows you to begin at the beginning of the level you last reached, with the correct inventory.

There are two distinct elements in *The Immortal*: arcade action and adventure-style puzzles, woven together elegantly and imaginatively. The arcade element consists mostly of battling enemies using a fairly simple interface. Battles take place in a close-up screen with large characters, and when you kill an opponent, the death is portrayed in excruciatingly realistic detail: heads bulge and explode, body parts separate with a wet, sickening ripping sound and whole bodies erupt in a mess of organs and blood. The gore has been generously and lovingly applied. There are other arcade elements: fleeing or dodging enemies whom you cannot fight and traversing booby traps.









There are two distinct elements in *The Immortal*: arcade action and adventure-style puzzles, woven together elegantly.

None of the arcade sequences are too strenuous. There's a knack to combat, a simple back-and-forth motion you can use to tire out, then attack, your enemy. Timing is a bit tricky, but excellent arcade skills are not required. You can find ways to avoid hand-to-hand combat in certain situations, such as by casting a spell or getting another creature to fight for you.

The logic and inventory puzzles, on the other hand, are tough. They're sneaky enough to challenge even experienced adventure game players. Part of the documentation, the Codex of the Serpent, provides a few clues. But even so, you're bound to be stumped now and again. And being stumped usually means dying a violent death—so be warned, you'll fill a graveyard with the deaths you'll accumulate over the course of a game. Lots of restoring required.

The animation is smooth and realistic enough to look rotoscoped (wherein actions are filmed with live actors, then drawn over by the animators to keep the movements lifelike). The background graphics are spoiled by the peculiar stippled look that *Zany Golf* has; everything is painted with dithered colors, dots of one color alternating with dots of another, making the art look washed-out and grainy. At times, this adds to the difficulty of the puzzles, but not in a very entertaining or fair way. Here's where the Codex comes in handy.

Musically, *The Immortal* is disappointing. A few themes are used repeatedly, sometimes starting over and over if you walk past a particular spot repeatedly. But the sound effects are great, with rumbling grunts and groans, thuds, nauseating sounds of carnage and the whicker of swords slicing through the air.

The only major drawback is that the seven levels leave you wanting more. This is no *Gauntlet*-sized epic, but offers more detail and less length. Adventure game fans have been the most patient—and the most ignored—of video-game players. Finally, they've got something to celebrate: an ingenious game that does justice to the classic sword-and-sorcery genre.

—J.M.

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(415) 572-ARTS

FOUR NEW YEAR'S RESOLUTIONS TO MAKE IN 1992.

Fun to watch, and even more fun to play. Junction is an action game masterpiece!





JUNCTION™

SIMPLE TO LEARN IMPOSSIBLE TO MASTER

AVAILABLE EARLY DECEMBER 1991

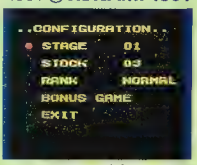
SEGA™ GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

©MICRONET 1991 ©KONAMI 1991







Licensed by KONAMI

LICENSEE

THIS GAME IS LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GAME GEAR SYSTEM.
SEGA AND GAME GEAR ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

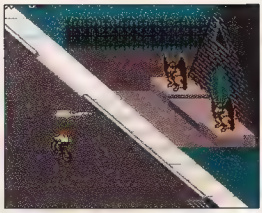
CIRCLE #114 ON READER SERVICE CARD.

Paperboy 2

MINDSCAPE

For the Super NES ($64.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10





Being a paperboy may seem like a great way to make a little extra cash, but you might change your mind after seeing this neighborhood. What with the haunted houses, the cannon-laden forts and the gun-wielding felons, a kid could have a tough time staying healthy, never mind staying on his bike. One thing's for sure: Fans of the original *Paperboy* can expect more than a few new surprises in Mindscape's *Paperboy 2* for the Super NES.

For those few who have never seen *Paperboy*, the object of the game is to deliver newspapers to your customers by riding your bike through town and tossing the papers onto your customers' porches or into their mailboxes. You must be more than a good shot, though. You must also avoid many obstacles, including rolling tires, runaway baby carriages, lawn mowers, dogs and cars. Paperboys who want to keep their route must find the safest path through the mess.

If the obstacles mentioned above sound like standard fare, in *Paperboy 2* you also can expect to run into gargoyles that breathe fireballs, ghosts that chase you up the sidewalk, monsters that emerge from sewer grates ready to chomp on a luscious paperboy or two and more. This isn't your average, friendly neighborhood!

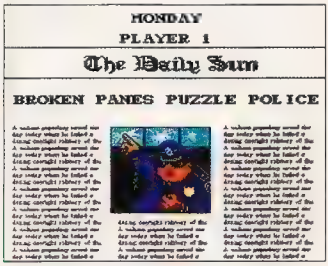
Assuming your paper-tossing arm is limber and accurate, you can bop the creatures with a newspaper, which keeps them from attacking. In addition, many other objects can, when hit, help you rack up bonus points. You can even use your newspapers to foil robberies at the local market or gas station, and so become the town hero.

Of course, paperboys are a mischievous lot, not always intent on humanitarian pursuits. Specifically, they like to toss newspapers through the windows of neighborhood meanies who don't subscribe to their paper. Vindictive? Maybe, but it sure is fun.

After you wind your way through the city streets, you get your turn on the paperboy training grounds, where you pilot your bike through an obstacle course, flinging papers at targets that appear on both sides. To complete the course successfully, you must do more than steer your bike. You must also use jumps to get over water and mud areas.

As with most Super NES games, the music and sound effects in *Paperboy 2* are state-of-the-art. Windows smash, tires squeal, newspapers thump, monsters roar and dogs bark, all with surprising realism. The jazzy soundtrack is uninhibitedly hip. Unfortunately, the graphics, while good, don't seem to take full advantage of the SNES's graphics power.

Lovers of the original *Paperboy* will find much in *Paperboy 2* to make them



Fans of the original *Paperboy*, can expect more than a few new surprises in Mindscape's *Paperboy 2*.

1.

HELP AN OVER ZEALOUS HARE SAVE HIS CREW FROM AN ARMY OF RENEGADE TOADS.



Today's hippest space hero, Captain Bucky O'Hare, faces his greatest challenge on your NES.™ The dreaded Toad Armada has captured the crew of the Righteous Indignation. And now it's up to you to control their fate, as you join forces with Bucky and blast through 8 levels of all out wart-fare.

© 1991 Continuity Graphic Associates, Inc. Licensed by Abrams/Gentile Entertainment, Inc. and Hasbro, Inc. All Rights Reserved. NES™ is a trademark of Nintendo of America Inc. © 1992 Konami, Inc

KONAMI®

COMING EARLY 1992

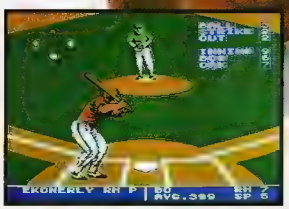
CIRCLE #131 ON READER SERVICE CARD.

BO JACKSON BASEBALL

JUST BUY IT.

Go ahead bash one over the fence, steal second and cross homeplate to the cheers of the crowd. Now you're playing Bo Jackson Baseball for your Nintendo. Check out the super large players and listen to the umpire yell "stee-rike".

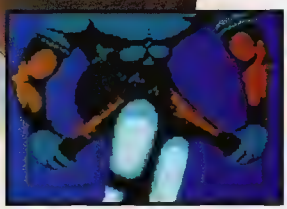
Play by yourself or with a friend and try to beat the NES with Bo in your lineup. Now you're talkin' big leagues. This is the one you've got to own. What are you waiting for? JUST BUY IT!



Your choice of views from behind the batter with super large players, or out in the field behind the pitcher.



Go ahead argue with the umpire. Now you get your chance on any close call.



Great animation graphics. When Bo strikes out he splinters the bat across his knee.

* also available for IBM & compatibles

Official Nintendo Seal of Quality

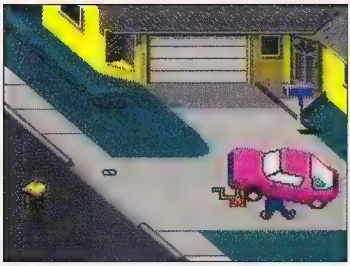
Bo Jackson Baseball: © and TM 1991 Data East USA, Inc. All rights reserved. Manufactured by Data East USA, Inc. under license from Tiger Electronics, Inc.

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

Data East USA, Inc.,
1850 Little Orchard St.,
San Jose, CA 95125
(408) 286-7074

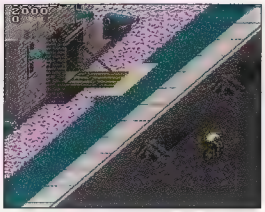
DATA EAST

CIRCLE #132 ON READER SERVICE CARD.



grin. While the game isn't significantly different from the original, it provides enough extras to freshen up an old favorite. And, if you've never played the original *Paperboy*, you might find *Paperboy 2* a delightful change from the usual hack-and-slash fare.

—C.W.



Mindscape
60 Leveroni Court
Novato, CA 94949
(415) 883-3000

Tiny Toon Adventures

KONAMI

For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

You wouldn't think that winning a film festival would be important enough to turn the loser into a kidnapper. But then, Montana Max was never known for his good sportsmanship. When he lost the Acme Looniversity Animation Festival to Buster Bunny—in spite of the fact that he had bribed the judges—his red-hot temper boiled over. He grabbed Buster's good friend, Babs Bunny, and locked her up in his mansion. Now, Buster must rescue Babs from the clutches of Montana Max, with the assistance of his three friends, Plucky Duck, Dizzy Devil and Furrball.

Tiny Toon Adventures is another *Super Mario* clone, with the Tiny Toon characters substituted for those ever-popular jumpers and boppers Mario and Luigi. In the guise of Buster Bunny, you get to hop and fight your way through more than 20 levels, each of which is populated with many friends and enemies, including Hamton, Gogo Dodo, Elmyra, Shirley the Loon, Batty, Blinky, Pigskin, Lubelle, Scat and, of course, the treacherous Montana Max.

At the start of a level, you get to choose which of your three friends will accompany you for the next leg of your journey. Each of the three friends has special abilities that may help you get past difficult areas. Specifically, Plucky Duck can stay airborne longer, Dizzy Devil has a deadly spin attack and Furrball can climb walls and use a special twist jump. To employ a friend's help, you must grab a Toon-A-Round power-up.

If you're a fan of the Mario adventures, you'll be right at home in the world of Tiny Toons. During your visit there, you must find your way through castles, ships, oceans, forests and other scenes as you struggle toward Babs' rescue. Some locations include: Field of Screamz, Motion Ocean, Sure Weird Forest, Boomtown and Monty's Mansion. As always, each location ends with a boss villain that you must beat in order to move on. Some, like Elmyra, who smothers you with kisses, are sure to delight the youngsters, while others, like Dr. Gene Splicer, are tough dudes indeed.

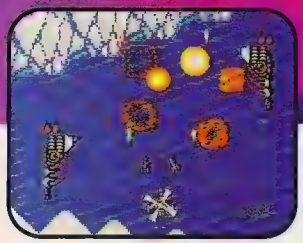
Each level contains a variety of power-ups (natch) that help you in different ways. For example, the carrots, much like



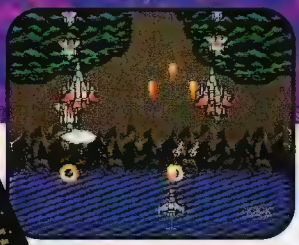
CIRCLE #133 ON READER SERVICE CARD

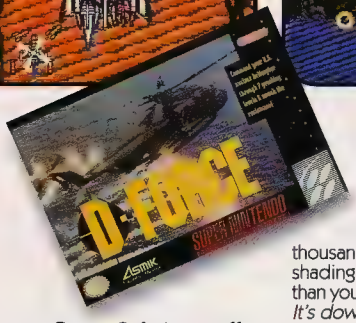
D-FORCE

SEEK & DESTROY!









"Very intense helicopter shooting action!"
Electronic Gaming Monthly

16 Bit High-Tech Warfare!
You've got the fastest bird to be had, but we're not sure you can handle it. If you succeed, you'll roam six countries on your search for a powerful oil-rich Mid-Eastern Dictator. If you bail like those before you, we'll all be learning a new language soon.

Not Your Ordinary Nuclear Chopper!
But we're not looking for your average rocket jockey either. You're in command of the latest Nuclear Apache. And you've got 7 bone-crushing levels to prove yourself. Or rather, protect the American way of life.

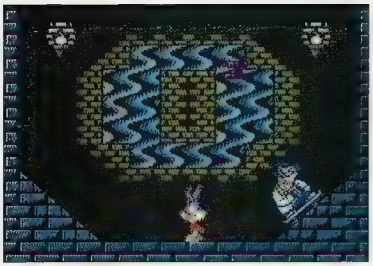
Hottest Game-Pak Around!
With selectable weapons, quick zoom, 16 Bit Super NES™ graphics, and the largest available game-pak(8 MEGS), we don't want to hear any whining. D-Force utilizes thousands of colors and special shading effects, giving you more than you've ever seen on the NES.™ *It's downright unforgettable!*

Can You Handle the Heat?
You've got the hottest hardware out there. If you think you're quick enough to use it, you're ready for D-FORCE today!

Asmik Corporation of America

SUPER NINTENDO ENTERTAINMENT SYSTEM

© 1991 Asmik Corporation of America, 50 N. La Cienega Blvd., Suite 214, Beverly Hills, CA 90211. D-FORCE is a trademark of Asmik Corporation of America. Nintendo, Super NES, and the Nintendo seals are trademarks or registered trademarks of Nintendo of America Inc.



even experienced gamers many hours of exploration and cartoonish fun.

—C.W.

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

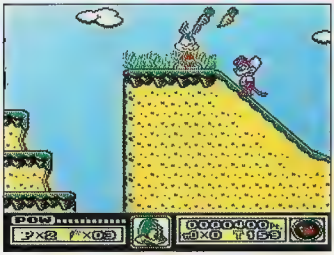
True Golf Classics: Waialae Country Club

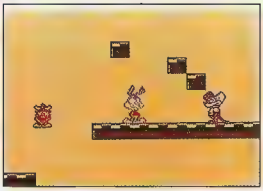
T&E SOFT
For the Super NES ($69.95)

SOUND/MUSIC	1	2	3	**4**	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

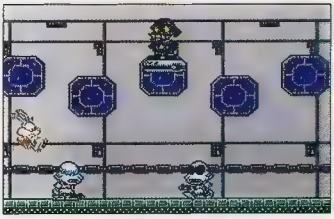
One would think the SNES could easily handle a game like golf—a placid sport, where not much moves and the peaceful scenery allows for intense concentration. One would be delighted to play *True Golf Classics* on the SNES, where one would get just that: impressive scenery and a great game of golf at the Waialae Country Club, home of the PGA's Hawaiian Open.

TGC's game is formidable. Play against 48 pros in Tournament Mode, with up to a foursome in Stroke Play (you can set hand-





If you're a fan of the *Mario* adventures, you'll be right at home in the world of *Tiny Toon Adventures*.



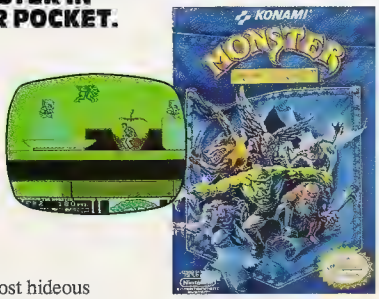
Mario's coins, give you extra lives—if you can gather enough of them. In addition, Happy Hearts save your life once, Toon-A-Rounds switch you to a different character and Timers stop the clock momentarily. Balloons, which can be popped by grabbing them, contain other surprises, including 1-ups.

While *Tiny Toon Adventures* owes much to the *Super Mario* games, its background graphics are more detailed than the latter's mostly simply rendered locations. Most gamers should be pleased with the game's visual appeal. Still, none of the levels are as lavishly drawn as, say, those found in *Star Tropics* or the *Mega Man* games. The animation is mostly clever, with Buster Bunny's floppy hops sure to coax out a grin or two.

If you just can't get enough of the *Super Mario Bros.*, you'll definitely want to latch onto a copy of *Tiny Toon Adventures*. Although the game's characters are obviously slanted toward the younger set, the levels are challenging enough to give

3.

PROMISE NEVER TO LEAVE THE HOUSE WITHOUT YOUR KEYS, WALLET AND A MONSTER IN YOUR POCKET.



History's most hideous monsters have been cut down to size. And boy are they ticked! Every inch of your NES™ will feel their wrath, as they wreak havoc in 6 horrifying levels of terror. You'll play the role of the Vampire and Monster as you seek out your fellow fiends. But be warned. Destroying the terror within this game is no small feat.

Monster In My Pocket™ logo and character designs are owned by and used under license from Morrison Entertainment Group, Inc. All Rights Reserved. NES™ is a trademark of Nintendo of America Inc. © 1992 Konami, Inc.

KONAMI®

COMING EARLY 1992

CIRCLE #135 ON READER SERVICE CARD.

Might and Magic III

Isles of Terra

• Marking 5 years • of the Might & Magic Series •
Over 500,000 Might & Magic's Sold Worldwide



Extraordinary personalities will join with you...



...against hundreds of imaginative creatures



...as you discover the wonder of magic



...in this world of fantasy sights & sounds !

Feel the Power. Experience the Magic.

- ★ A swashbuckling adventure that will keep you riveted for hours!
- ★ Mesmerizing graphics created by the industry's top animators.
- ★ Stunning music, sound fx and speech adding a "3rd dimension" of play!
- ★ Easy to start playing, instantly absorbing, addictively challenging.
- ★ NOTE: Former experience with previous Might & Magic's *is not required.*

NEW WORLD COMPUTING™

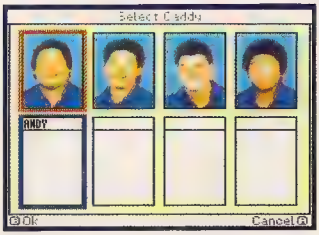
Available at your local software retailer or direct from New World at **1-800-325-8898**
(or, **1-818-999-0607** outside U.S.) • P.O. Box 4302 Hollywood, CA 90078-4302

copyright © 1991 Might & Magic is a registered trademark of New World Computing, Inc. • IBM screens shown. Actual screens may vary.
Distributed in the U.S. by Electronic Arts Distribution.

CIRCLE #136 ON READER SERVICE CARD.

icaps), Match Play (with one other human player) or practice mode (by your lonesome). Using a wide variety of views and elevations, you meticulously set up your shots, adjust aim, select a club, correct your stance and begin the actual stroke sequence, which consists of two parts: the backswing and the hit. These actions break down into three quick button presses to activate two gauges, which must be very precisely timed. It's easy to overswing, resulting in barely any hit at all, and it's just as easy to accidentally end up hooking or slicing. If you do so consistently, you can compensate somewhat by opening or closing your stance. You can even add top or backspin, but that's even hairier than just trying to make a straight shot. Wind plays a crucial role and must be dealt with—the breezes are strong and constant. Ball dynamics seem excellent. A battery backup saves up to ten(!) players and their stats. (Too bad you can't save your most impressive strokes.)

The ability to pick from among four caddies is a novelty, though the "advice" you can call up is usually pretty useless. The same bland suggestions are made over and over ("keep your eye on the ball") and often the caddy sounds more like a tour guide. But there is some interesting advice—mostly at the tee—among the false flattery and banal observations. (Each caddy has different advice, from historical to actual recommendations on shot selection.)

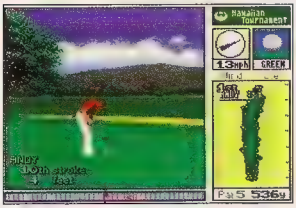


Waialae, beautiful as it is, is sadly the only stop on the tour. While Electronic Arts' *PGA TOUR Golf* for the Genesis boasts three painstakingly detailed courses, *TGC* only offers this one gem. (*True Golf Classics: Pebble Beach* will be out as a separate cartridge in 1992.) However, the extraordinary graphic detail of *TGC* helps make up for the lack of variety in courses—and the course is a very well-varied one, with plenty of mean-spirited traps and a lot of personality and history.

True Golf Classics: Waialae Country Club's extraordinary graphic detail helps make up for the lack of variety in courses.







The superb manual is truly worth reading, and contains much more useful advice than the caddies do.

While the backgrounds, caddies and opening screen are photographic, the ground is much less detailed, with large, unbroken expanses of flat color. This is consistent with filled-polygon landscapes, and you can't perceive a slope without looking at other windows in the display. There are more than enough alternate ways of looking at a hole to give you adequate feedback to plan your attack. The animated player on-screen is not especially smooth. (This is no *LINKS,* Access' sophisticated computer golf simulation.) There are a few nice optional graphic frills, such as animated fly-bys of each hole and a flight path tracker. But, aside from the swinging player and the ball movement, all other graphic effects are slow to animate or update.

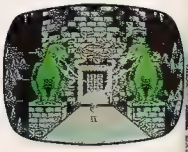
From a sound standpoint, there's awfully little going on. A few brief musical

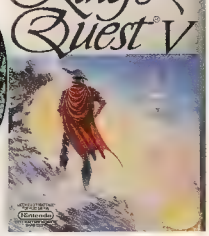
4.

STOP BEING A ROYAL PAIN. UNLESS OF COURSE YOU'RE TRYING TO RESCUE YOUR FAMILY FROM A SPINELESS WIZARD.

KONAMI

King's Quest V





One of today's greatest role play adventures finally comes to NES.™ You'll assume control of the mighty Sir Graham and team with Cedric the Owl in search of your castle and family which have mysteriously vanished. Your skill and courage will be severely challenged. And the decisions you make will either free your family...or seal your fate.

King's Quest® V is a registered trademark of Sierra On-Line, Inc. © 1990 Sierra On-Line. Created by Roberta Williams. NES™ is a trademark of Nintendo of America, Inc. © 1992 Konami, Inc.

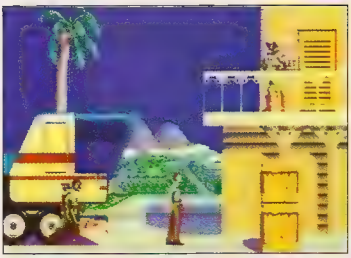
KONAMI®

COMING EARLY 1992

CIRCLE #137 ON READER SERVICE CARD.

themes and, very occasionally, some decent sound effects. Good quality sound, but not nearly enough of it to re-create an island atmosphere.

TGC is probably the most sophisticated video golf game for the 16-bit systems—though I've excluded the Neo•Geo. While it lacks the diversity of its competition, it's just as enjoyable to play and much more fun to look at. —J.M.



T&E Soft
953 Mountain View Drive, Suite 167
Lafayette, CA 94549
(415) 253-1750

Rolling Thunder 2

NAMCO

For the Sega Genesis ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Is it just me or are these new beat-'em-up games becoming increasingly impossible in difficulty to complete? Case in point is *Rolling Thunder 2* . Even with unlimited continues (you'll need every one of them), this game is tough—real tough. Still, I myself managed to complete it for this review. And let me tell you, I was more relieved than exuberant over my victory.

This sequel features 11 levels of thumb-bruising play, in which you must save the world from the clutches of the Geldra terrorist organization. Backed by the arms merchant Gimdo, Geldra's goal is complete control of the world. It has already destroyed orbiting satellites, rendering international communications paralyzed, and next it intends to nuke cities into submission.

Armed with only a puny 9mm gun, it's you up against an endless barrage of Geldra foot soldiers. A friend can help out too, offering simultaneous, two-player action. One plays the role of the male agent, code-named "Albatross," while the other is the female "Leila."

Rolling Thunder 2 uses a balanced form of double-playing where the surviving agent must reach a certain point on a level in order to retrieve his or her partner. Thus, a dead agent is not automatically brought back to life in a two-player game.

Ammunition in *Rolling Thunder 2* is always in limited supply. Entering doors marked with a bullet icon replenishes your number of shots. Some doors are marked with others icons that will give your agent a different weapon when you open them.

There's a machine gun that will greatly increase your firepower (as opposed to your 9mm, which can only fire a pathetic one bullet at a time), but, naturally, it uses up ammunition faster. The flame gun lets you fry your way through Geldra soldiers, but it's not a weapon I would personally recommend, as its firing range is very limited. Finally, some of the unmarked doors will reveal hidden bonuses that include life energy and ammunition.







***Rolling Thunder 2* features 11 levels of thumb-bruising play, in which you must save the world from the clutches of the Geldra terrorist organization.**

Geldra soldiers come in a variety of types. Some require as many as five shots to kill, while others are apparently indestructible and should be avoided. Panthers and beings that resemble armadillo high-school mascots from hell add to your agent's list of troubles.

Rolling Thunder 2 has the standard running, jumping, ducking and shooting action that you expect from this genre. There are some other interesting, though hardly unique, aspects, like riding elevators and leaping from ledge to ledge in bottomless caves. Otherwise, *Rolling Thunder 2* is straight, linear playing.

No real end bosses appear toward the finish of a level. Believe me, you won't miss them. Making it through is taxing enough. However, there are a few challenges that must be completed before you can make an exit to the next level. One of them, a stage where on-screen crosshairs take aim upon your agent and fire, is especially brutal.

Two things in *Rolling Thunder 2* are unique, though irrelevant to game play. The password function uses words instead of letters, forming mumbo-jumbo phrases like "The Rolling Program Smashed The Genius" and such. The music selection option features functions similar to a CD player. As the chosen game soundtrack plays, an alien band "air-guitars" to the tune, though obviously out of sync.

Predictably, Gimdo is the final foe you face. Destroying him requires lots of saved-up ammunition. Blowing him up once merely reveals that he's actually an android underneath—a real frustration, I felt. When I finally destroyed him after countless tries, the closing scenes included a password to play the game all over on an even harder level.

No thanks.

—H.H.W.

Namco America
3255-1 Scott Blvd., Suite 102
Santa Clara, CA 95054-3013
(408) 496-6371

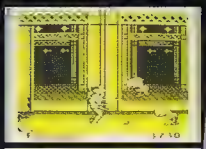


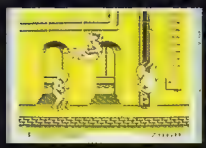
GET YOUR MIND BACK IN THE GUTTER.

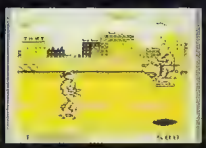
Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja Turtles™ II: Back from the Sewers,™ Konami's™ new bodacious shell bound shell shocker for Game Boy.™

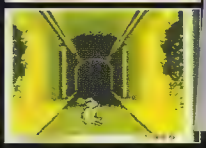
- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good. Not!

KONAMI®





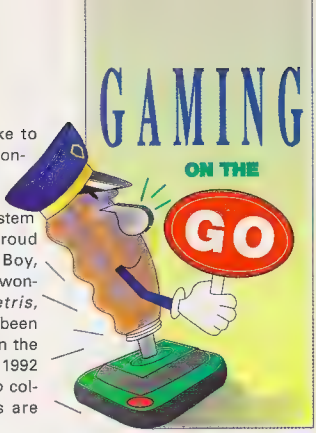






Teenage Mutant Ninja Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios. All related characters and indicia are copyright 1991 Mirage Studios. exclusively licensed by Surge Licensing, Inc. © & ® 1991 Mirage Studios. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Konami ® is a registered trademark of Konami Co., Ltd. © 1991 Konami, Inc. All Rights Reserved.

GAMING ON THE GO



by Chris Bieniek

As 1991 draws to a close, I'd like to extend a hearty welcome and congratulations to all our readers who were lucky enough to get their hands on a portable video-game system this holiday season. If you're the proud owner of a newly acquired Game Boy, Game Gear or Lynx, you're probably wondering what life is like after *Tetris*, *Columns* or *California Games* have been played to death. Look no further than the pages of VG&CE—we're kicking off 1992 with our biggest *Gaming on the Go* column to date. Hope your batteries are charged up, 'cause here we go....

Ninja Gaiden

SEGA

For the Sega Game Gear ($39.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10



Here's an interesting entry that's bound to attract a lot of attention. The Game Gear has already proven that it can do a decent version of *Shinobi*, Sega's flagship Ninja game. But there are a lot of die-hard NES fans who are going to sit up and take notice when they learn that the latest adventures of Ninja warrior Ryu Hayabusa are taking place on the Game Gear.

A licensed title that's based on the outstanding series of martial arts adventures from Tecmo, *Ninja Gaiden* presents an all-new chapter in Ryu's lifelong battle against the evil Jaquio, a fierce creature that threatens the world with domination on a regular basis. Armed with a mystical sword and a steady supply of special weapons and power-ups, he runs, jumps and slashes his way through his enemies like a man possessed.





Sega's *Ninja Gaiden* for the Game Gear.

Great graphics and a crisp stereo soundtrack make Ryu's quest an enjoyable one, though I am starting to wonder if the Game Gear is incapable of generating any deep bass notes or percussion sounds.

For many gamers—myself included—the high point of the *Ninja Gaiden* series has been the excellence of the "cinema display" intermissions that appear between levels. These animated mini-movies look great on the Game Gear—you can see the quality for yourself by counting the number of flesh tones used to render the characters' faces during close-ups. Some of the cinema sequences are positively bone-chilling—the club-wielding boss of level one doesn't seem too intimidating when you defeat him with a simple trick, but the glowering look on his face when he howls his dying breath is haunting enough to inspire nightmares.

The *Ninja Gaiden* name is reason enough for me to recommend this game highly, and I've spent the last few weeks verifying that this Sega-programmed version is worthy of that now-famous title.

Sega of America Inc.
130 Shoreline Drive
Redwood City, CA 94065
(415) 508-2800

Turrican

ACCOLADE

For the Nintendo Game Boy ($29.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

A handheld version of the award-winning computer title, *Turrican* documents the exploits of a *RoboCop* clone who blasts his way through a post-apocalyptic world with a blaster gun that doubles as a high-energy "lightning whip."

Turrican showed a lot of promise as a Game Boy title, and it looked like Accolade was going to make good on that promise by giving this cartridge as much attention as any other version of the game. All of

continued on page 84

Gauntlet® II, Days Of Thunder,™ Paperboy® 2, Klax,™ And Marble Madness.™

Now Playing At A Location Near You.



You've seen them on the big screen and at the arcade, now catch them on your Game Boy. Gauntlet II, Days of Thunder, Paperboy 2, Klax and Marble Madness. Now appearing, for the first time, at a Game Boy dealer near you.

MINDSCAPE
A SOFTWARE TOOLWORKS COMPANY



Available at Babbages, Captron, Child World, Electronics Boutique, Fred Meyer, K-Mart, Kay Bee Toys, Sears, Software Etc., Target and Toys R Us.

©1991 Tengen. Klax and Marble Madness are trademarks and Paperboy and Gauntlet II are registered trademarks of Atari Games Corporation. Days of Thunder is a trademark of Paramount Pictures. Game Boy is a trademark of Nintendo of America Inc.

CIRCLE #139 ON READER SERVICE CARD.

Here Comes The



There Goes The

Uh-oh. There's a new Paperboy.* And he has a route in a nice new neighborhood.

Or shall we say, it was a nice new neighborhood. Because he's now delivering to both sides of the street. He's breaking windowpanes, knocking old couples out of swings, and ricochetting papers from flower pots into mailboxes.

Right in the middle of all that havoc, he's liable to suddenly do a good deed that actually gets his name in the paper.



New Paperboy.



Neighborhood.

But there's a lot more about Paperboy 2 that's grabbing the headlines. Like the fact that you can be a Papergirl, at the touch of a button.

Paperboy 2 is somewhere in your neighborhood now. Look for him at Toys "R" Us, Kay Bee Toys, Target, K-Mart, Captron, Electronics Boutique, Babbages, Software Etc., Child World, Sears and Fred Meyer. Or call 1-800-234-3088 to order. But don't miss him. Given the chance, he certainly wouldn't miss *you*.

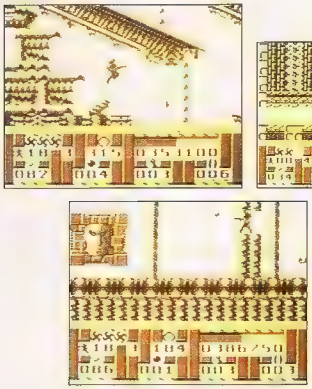
Available on Super NES,™ NES® and Game Boy.™

MINDSCAPE

©1991 [illegible] All rights reserved. [illegible]

CIRCLE #140 ON READER SERVICE CARD.

continued from page 80



***Turrican*, by Accolade, for the Game Boy.**

the areas and features of the full-sized *Turricans* are basically intact— even the hidden bonuses and power-ups can be found in the same locations.

However *Turrican* has two important weaknesses—they are not noticeable enough to be referred to as flaws, but serious enough to lessen your enjoyment of the game.

First, there's no obvious signal to make you aware of the fact that your character is being injured. Your life meter does go down each time you get hit, but there are no accompanying sound effects, and your character doesn't recoil or flash. Considering the game's relentlessly quick pace and the small size of the Game Boy screen, it's nearly impossible to compensate for this quirk.

The other problem becomes apparent when you lose a life—the program continues your adventure by starting your next life at the exact spot where your last guy expired. For example, if your life meter runs out as a result of landing on the tip of a giant spike, your next guy appears right on the tip of that same spike and you suffer immediate damage!

These low points aside, I guess the worst thing you could say about *Turrican* is that nobody is going to rush out and buy a Game Boy just to be able to play this game. But it is a pretty solid contest for the patient gamer, and it compares favorably to the full-sized 16-bit versions.

Accolade Inc.
550 S. Winchester Blvd.
San Jose, CA 95128
(408) 985-1700

S.T.U.N. Runner

ATARI
For the Atari Lynx ($39.99)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

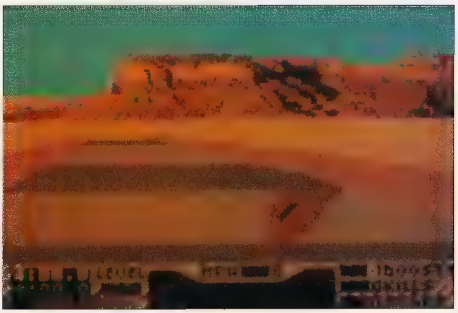
There was a time when video-game fanatics would go out of their minds waiting for a home version of their favorite arcade game, specifically, one that was compatible with the game system that they owned. Games like *Jungle Hunt* and *Q*Bert* would be pounced on and devoured by enthusiastic fans of the coin-op originals—in spite of the fact that they *knew* they'd be getting a watered-down shadow of the real game that fueled their interest in the first place.

When a game like *S.T.U.N. Runner* comes along, it reminds me of the tremendous technological strides that have been taken in this industry over the last few years. This futuristic racing game invaded the arcades with a mighty roar, and it's still one of the finest coin-op titles in history. When you sit down to grasp the controls and see the tracks and tunnels flying past you, the sensation of wind rippling your hair is almost as real as the feeling of the quarters jumping out of your pocket.



Of course, the quality of the graphics and sounds of this $40 *S.T.U.N. Runner* can't compare to the arcade version, which probably sells for around the price of a good used car or the downpayment on a house. But the key difference between this game and the arcade-

Atari's *S.T.U.N. Runner* for the Lynx.



Ultima®

No Other Adventure Even Comes Close.

For NES™ from FCI Not Just Kid Stuff



Ultima Warriors of Destiny



Ultima Quest of the Avatar

For GAME BOY® from FCI Not Just Kid Stuff



Ultima Exodus



Ultima Runes of Virtue

For hints on Nintendo games, call FCI's hotline – (708) 968-0425

Nintendo and Game Boy are registered trademarks of Nintendo of America Inc.

On IBM & 100% compatible computers from ORIGIN We create worlds.



ULTIMA Martian Dreams



ULTIMA Savage Empire



Ultima VII The Black Gate



Ultima VI The False Prophet



Ultima V Warriors of Destiny



Ultima IV Way of the Avatar



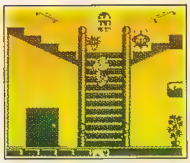
Ultima Trilogy

Available everywhere that computer software and/or video games are sold.

If you can't find ORIGIN products locally, call to order direct (MC/VISA): free delivery. In the USA: 1-800-999-4939 Other countries: 1-512-328-0282 9 a.m. - 5 p.m. (Central)

CIRCLE #141 ON READER SERVICE CARD.

licensed cartridges of the early '80s is that *nothing seems to be missing.* A clever mix of color "cycling" and the scaling of objects makes for a pretty good imitation of the coin-op's sophisticated "polygon-fill" graphics, and the Lynx does a typically fine job of duplicating the sound effects and digitized voices of the original.

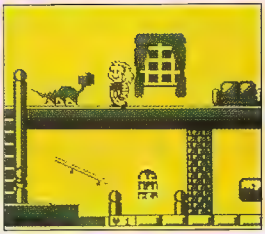


Aside from the automatic acceleration—which doesn't seem to have enough "pickup"—the bottom line is that Atari has delivered another thrilling game, one that may surprise even the most skeptical Lynx owners. Believe it, *S.T.U.N. Runner* has arrived in style!

Atari Corporation
1196 Borregas Ave.
Sunnyvale, CA 94088-3427
(408) 745-2000

LJN's *Beetlejuice* for the Game Boy.





Beetlejuice

LJN

For the Nintendo Game Boy ($27.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

The biggest surprise out of the box this month has got to be LJN's *Beetlejuice*, based on the Saturday-morning cartoon show, which is based on the Tim Burton film starring Michael Keaton. Acclaim/LJN has made a name for itself by inking license agreements with movie, TV show and comic book creators like they're going out of style, but the success of its Game Boy software depends more on the skill of its game designers than on the basis of a "hot" license.

That being the case, *Beetlejuice* shines because it was developed by Rare Ltd., creators of Tradewest's stunning *Battletoads* and LJN's own *Spider-Man* (an unappreciated Game Boy gem if there ever was one).

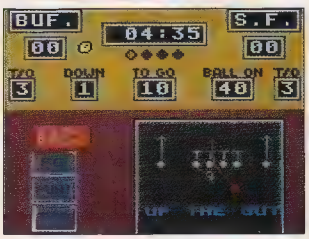
In this lively adventure, the "ghost with the most" is on his way to rescue his lady Lydia from the wicked spirit Astoroth. Six levels of cartoonish graphics and strange happenings pave the way from Lydia's "house of horror" to the final confrontation in the "nether world." Each level is filled with doors that lead to an amazing array of challenges, from arcade-style shootouts to puzzles or even funny-face contests. The whole adventure is just short enough to justify the lack of a password system, but it's certainly long enough to pose a major challenge to most players, because it forces you to try to reach the end and defeat Astoroth in one sitting.

The game has a great sense of humor—witness the "talking head" intermissions, in which BJ repeatedly refers to Lydia as "my chickadee," "pretty missy" and "Lyds-baby." A bouncy musical score adds to the fun, and the fact that all of the game's sound effects are strangely confined to the extreme right or left of the stereo spectrum only serves to augment the unique qualities that make *Beetlejuice* a wonderfully refreshing Game Boy title.

LJN Ltd.
1 Spring St.
Oyster Bay, NY 11771
(516) 922-2428

Joe Montana Football, by Sega, for the Game Gear.





Joe Montana Football

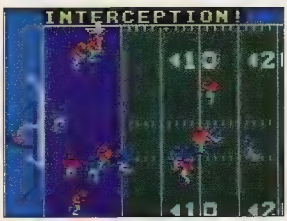
SEGA

For the Sega Game Gear ($39.95)

SOUND/MUSIC	1	2	3	**4**	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

There's a 49ers game on the TV across the room as I write these words. They've struggled this year—things don't seem to be quite the same since Joe Montana's injury took him out of the San Francisco game plan before the season even started. Is it just coincidence, or is there really some type of "Sega curse?" First Pat Riley leaves his job with the Lakers, then Buster Douglas is relieved of the heavyweight crown and now Montana's career is in jeopardy.

Though it would be a shame if this future hall of famer never again con-



continued on page 90

2031 A.D.



When they finally developed an 8-way TV, Dan was able to play all his favorite games at once. (Of course, it took 40 years to master them all!)



If you're sick of games that don't stand the test of time, sit down to the challenge, excitement and innovation of this radical collection from Renovation...and just see how long the fun can last!







RENOVATION

987 UNIVERSITY AVE., SUITE 10, LOS GATOS, CA 95030

SEGA GENESIS 16-BIT CARTRIDGE

LICENSED BY SEGA ENTERPRISES LTD FOR PLAY ON THE SEGA GENESIS SYSTEM

ARROW FLASH, WHIP RUSH AND GAIN GROUND © 1991 SEGA ENTERPRISES LTD. VALIS III, GAIARES, GRANADA, FINAL ZONE AND ARCUS ODYSSEY © 1991 RENOVATION PRODUCTS, INC. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD

CIRCLE #142 ON READER SERVICE CARD.

"WOW!

. . .THE HOTTEST GRAPHICS WE'VE EVER SEEN!"

–GamePro TV

". . .INTRODUCES A SENSE OF REALITY NEVER BEFORE SEEN ON THE SUPER NES™!"

–VideoGames and Computer Entertainment Magazine

"SETS A NEW STANDARD IN VIDEO GAME ANIMATION... SUPERB! LIKE PLAYING THE MOVIE!!"

–Game Players Magazine

"AWESTRUCK!"

– Electronic Gaming Monthly



THE ROCKETEER





For the Super Nintendo Entertainment System.

Licensed by Nintendo

Disney SOFTWARE

© The Walt Disney Company

Official Nintendo Seal of Quality

Nintendo

Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.
© 1991 Nintendo of America, Inc.

IGS™ INFORMATION GLOBAL SERVICES, INC.

IGS is a trademark of Informational Global Services, Inc.
32 West Colorado Blvd., Pasadena, CA 91105

CIRCLE #143 ON READER SERVICE CARD.

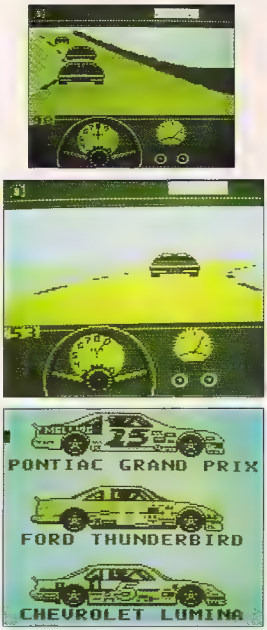
continued from page 86

nected with Jerry Rice for the kind of TD pass that earned him four Super Bowl rings, his retirement from the NFL could only mean good things for the video-game industry. An avowed game fanatic, Montana has taken an active role in the development of the Sega titles that bear his name. He doesn't seem to have as much of a presence on the Game Gear gridiron as he did in both of the Genesis *Joe Montana* games, but the first GG football game nonetheless has a certain air of credibility that could be attributed to his involvement.

A fairly traditional horizontally scrolling contest, *Joe Montana Football* keeps things clean and simple. Teams are outfitted in primary colors, and the soundtrack eschews the Genesis' pounding themes and digitized voice in favor of major-key "fight" songs and appropriately subdued sound effects. Play selection is interesting and varied, and the responsive controls make execution a snap. There are a couple of neat extras—like the intermissions that show end zone celebrations—but the theme remains focused on solid game play.

Some gamers may not like the fact that each team has only eight men on the field, but the shortage doesn't really limit the strategic elements of play calling. It's not full-featured, over-the-top football, but it is fast and fun.

Sega of America Inc.
130 Shoreline Drive
Redwood City, CA 94065
(415) 508-2800



***Bill Elliott's NASCAR Fast Tracks*, by Konami, for the Game Boy.**

eleventh-hour effort—and now this baby purrs like a kitten.

Unlike a disappointingly large number of "endorsed" titles, Bill Elliott was actively involved in the design of *NASCAR Fast Tracks*. I'd say it's realistic enough to be referred to as a simulator. Players can choose between three different cars and compete on four distinct tracks, and each race begins with a configuration screen that allows you to set your transmission type, tire size and even the angle of your car's spoiler. Rank amateurs can heed the written advice of Elliott himself in the practice mode.

The game was developed by Distinctive Software, whose well-known expertise in the field of driving games has brought a touch of class to the Game Boy. The graphics are detailed and true to life, and the movement of the track even makes limited use of software scaling to great effect.

My only major complaint is that the car seems a little tough to handle. Even the least-skilled, real-life NASCAR participants would be able to keep their vehicle on the road and not leave tire marks on the walls at Daytona for one lousy lap, but that's something that I seem to be incapable of doing even after hours of play.

Fortunately, quirks like these can't keep *Bill Elliott's NASCAR Fast Tracks* from qualifying as one of the most exhilarating Game Boy driving games to date.

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5100

Bill Elliott's NASCAR Fast Tracks

KONAMI

For the Nintendo Game Boy (NA)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

This high-quality auto racing title was held up in development for many months; I was told that it included a few minor bugs that were nearly impossible to fix. Now that I've got my hands on a final copy, it has proven to be well worth the extended wait. There are plenty of bug-ridden titles on the market, but the time and effort that was put into *Bill Elliott's NASCAR Fast Tracks* seems to justify the

Bill & Ted's Excellent Adventure

ATARI

For the Atari Lynx ($39.99)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	**4**	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Though not perfect, the Lynx version of *Bill & Ted's Excellent Adventure* is probably the "most excellent" of their video-game adventures. Seen from above, the boys wander around in search of musical notes, instruments and clues that can lead them to Joanna and Elizabeth, "those bodacious babes from medieval England" who have been abducted by the Grim Reaper. (If you haven't seen the *Bill & Ted* films, just humor



NINTENDO WORLD CHAMPION

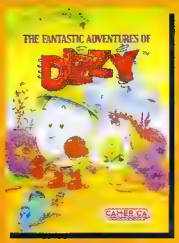
"Go for Gold . . . Racing competition, tense action, challenging adventure and just great fun are available in Camerica's Gold Series Games. Setting new standards in game play."

Thor Aackerlund

Micro-Machines™

The best and most innovative racing game on the N.E.S. ever! Excellent two player interaction. 27 different circuits – race under bridges, power slide around corners and more! Constantly challenging . . . it's great family fun.





The Fantastic Adventures of Dizzy™

An exceptional role playing cartoon adventure featuring Britain's best selling video game character. Exciting worlds of logic, memory and adventure for the whole family.

Bignose the Caveman™

Join Bignose on a pre-historic hunting adventure that will take you over four islands, through perilous caves and even up into the sky. Bignose . . . fun and adventure at its best.





The Ultimate Stuntman™

Doctor Evil is working on the ultimate weapon – so the President calls on the only one who can stop him! A fantastic action adventure featuring innovative advances in graphic quality for action packed fun.

EACH GOLD SERIES GAME FEATURES:

- Over 100 hours of dynamic game play
- Exceptional graphic quality
- Massive 2 Meg game

THE GOLD SERIES FROM CAMERICA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.

FOR THE GAME DECK FROM NINTENDO OF AMERICA, INC.

This is a product of Camerica Limited, Inc. and is not designed, manufactured, distributed or endorsed by Nintendo of America, Inc.

LOOK FOR GAMES AT YOUR VIDEO OR GAME STORE

U.S.A. (708) 498-4525 Canada (416) 470-2791

Code Masters, The Fantastic Adventures of Dizzy, Bignose the Caveman, Ultimate Stuntman are Trade Marks of Codemasters Software Co Ltd. used under license by Camerica Corp. Micro-Machines is a Trade Mark of Lewis Galoob Toys, Inc. used under license by Camerica Corp. Camerica, Camerica Games are Trade Marks of Camerica Corp.

CIRCLE #119 ON READER SERVICE CARD.

me—there's no way I'm going to be able to explain all of this in such a small space!)

Considering the game's depth and the amount of problem-solving you'll need to do on your way to hell, *Bill & Ted's Excellent Adventure* could almost be categorized as a role-playing game. It even includes a password feature.

Since Bill and Ted must use their trans-dimensional telephone booth to visit times and places as diverse as Ancient Egypt, Transylvania and the Old West, it's interesting to see how the game incorporates some of the films' time-traveling tricks. At one point in the game, the guys get an important clue from a note that they left for themselves hundreds of years previously. If you forget to go back in time and leave that note for yourself, you'll create a "bogus time paradox" that will prevent you from advancing any further in the game.

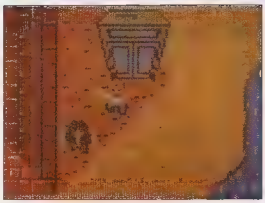
In the one-player mode, Bill or Ted will hang around the phone booth while the other one walks around. But there's also a two-player mode that allows you to "Lynx up" and have both of the guys exploring together or separately. The overhead graphics are nothing special, but the music is well done—and the quality of the sound changes during the game when you pick up a flute or a harp and use the sound of one of these instruments to soothe enemy creatures.

It takes some time to really get into *Bill & Ted's Excellent Adventure*—the pace of the game's early stages is a bit too slow—but it proved to be very challenging and addicting in the long run.

Atari Corporation
1196 Borregas Ave.
Sunnyvale, CA 94088-3427
(408) 745-2000







Atari's Bill & Ted's Excellent Adventure for the Lynx.

Ninja Gaiden Shadow

TECMO

For the Nintendo Game Boy (NA)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

No, you're not experiencing déjà vu—*Ninja Gaiden* is now available for each of the three most popular portable systems. When *Tecmo Bowl* showed up on the Game Boy as a virtual carbon copy of the landmark NES original, I assumed—and hoped— that *Ninja Gaiden* would get the same treatment.

I was wrong...but I'm not disappointed. Yes, it's another brand-new *Ninja Gaiden* adventure, but it's strangely dissimilar to its NES predecessors. It doesn't include the "cinema displays" that helped make the NES series such a success, but it does have some new features that have never been seen in any of the games that have been released under the *Ninja Gaiden* name. What's going on?

The answer to this riddle lies in the game's title. Ryu Hayabusa's first appearance on the Game Boy is called *Ninja Gaiden Shadow* because it was created by Natsume as the portable version of its NES hit, *Shadow of the Ninja.* A little tweaking, a new introductory sequence and a title change were all it took to convert Natsume's efforts into Tecmo's latest martial arts masterpiece.

Aside from the missing intermissions, you won't hear any complaints from me. In some ways, *Shadow of the Ninja* could be considered a better game than the original *Ninja Gaiden.* For example, this version doesn't rely on an overabundance of power-up items, something that would occasionally bog down the *Ninja Gaiden* titles for players who insisted on striking every single one of those "magic spheres."

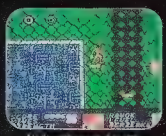
Detailed graphics, realistic animation, a throbbing musical score, nasty boss characters and satisfying game play have been the hallmarks of the *Ninja Gaiden* series to date, and *Ninja Gaiden Shadow* has no problem meeting any of those criteria.

Tecmo Inc.
Victoria Business Park
18005 S. Adria Maru Lane
Carson, CA 90746
(213) 329-5880

No game library is complete without at least one golf game, and next month we'll be checking out some portable golf action. Feedback is always welcome. Send your comments and suggestions to VG&CE, Attn: *Gaming on the Go*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

WOLVERINE™

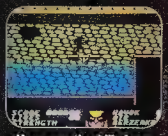
IN AN X-MEN® MEGA-BATTLE VS. SABRETOOTH™ AND MAGNETO™!



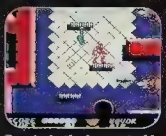
Unleash your deadly Adamantium claws when the going gets rough!



Psylocke's device enables you to call Havok when your energy is low.



Your aquatic skills keep the enemy at bay...until your air runs out.



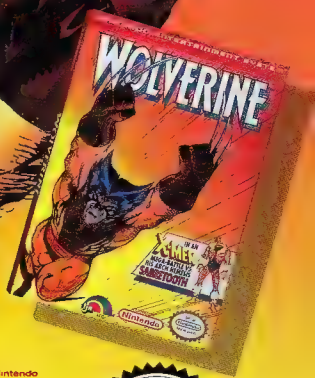
Penetrate the impenetrable Fortress in your search for Sabretooth!



Don't be drawn in by Magneto's magnetic metal heads!

Stranded on a deserted island by his arch enemies, Wolverine must now fight the battle of his life! Mutant powers, including regenerative healing abilities, an Adamantium skeleton and retractable razor sharp claws make Wolverine a terrifying adversary...but has he finally met his match against Sabretooth and the evil genius, Magneto? In the heat of battle, fellow X-Men® Havok™, Jubilee™ and Psylocke™ help even out the score.

Prepare for the most exciting and unpredictable X-Men adventure of them all!



Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality®

Wolverine™, Sabretooth™, Magneto™ Havok™, Psylocke™, Jubilee™ and X-Men® are registered trademarks of Marvel Enterta nment Group, Inc. and are produced under license of Marvel Entertainment Group, Inc. ©1991 Marvel Entertainment Group, Inc. All rights reserved Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. LIN® is a registered trademark of LIN, Ltd A l rights reserved © 1991 LIN, Ltd All rights reserved

CIRCLE #103 ON READER SERVICE CARD


FOR THE
GENESIS

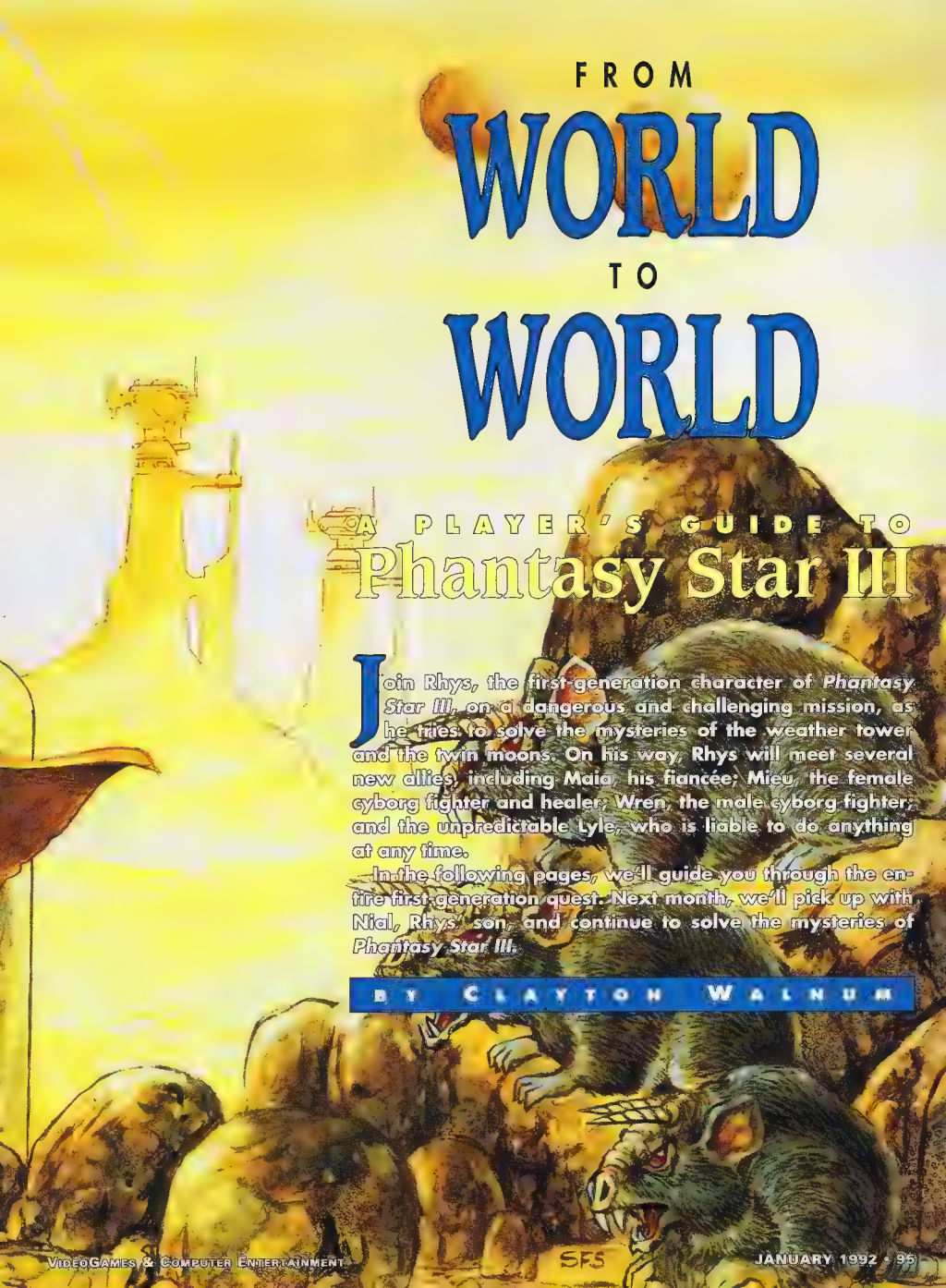
FROM WORLD TO WORLD

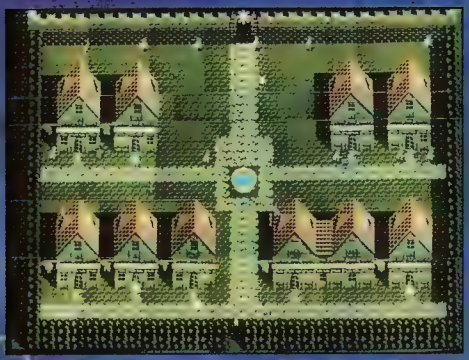
A PLAYER'S GUIDE TO Phantasy Star III

Join Rhys, the first-generation character of *Phantasy Star III*, on a dangerous and challenging mission, as he tries to solve the mysteries of the weather tower and the twin moons. On his way, Rhys will meet several new allies, including Maia, his fiancée; Mieu, the female cyborg fighter and healer; Wren, the male cyborg fighter; and the unpredictable Lyle, who is liable to do anything at any time.

In the following pages, we'll guide you through the entire first-generation quest. Next month, we'll pick up with Nial, Rhys' son, and continue to solve the mysteries of *Phantasy Star III*.

BY CLAYTON WALNUM





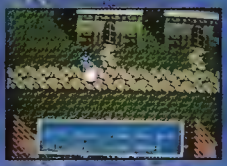
You start your adventures here, in the town of Landen.



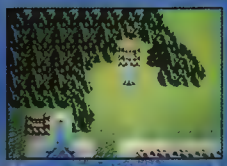
Today you are to be wed!



Unfortunately, the ceremony is interrupted when your fiancée, Maia, is abducted.



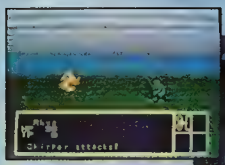
Make sure you talk to everyone outside, too, both before and after the abduction.



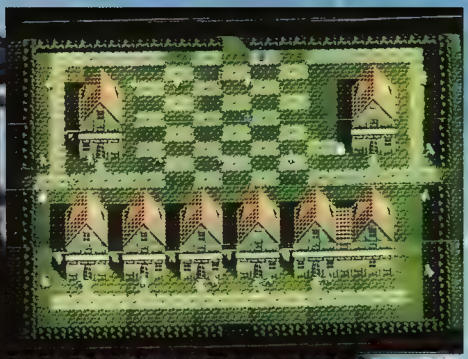
After gathering clues and buying supplies, head out of town to do some exploring.



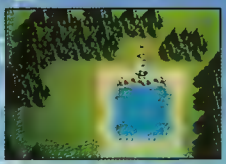
At first the monsters you meet won't be very tough. (This is a monster? Sheesh!)



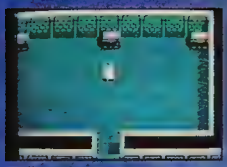
You'll also find that the monsters get a little tougher.



South of the bridge, you'll come upon the town of Ilan.



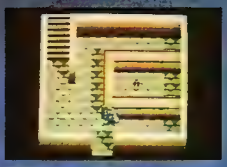
By talking to people in Ilan, you'll learn about this lake and the cyborg you'll find there.



You're so furious, that the king thinks it wise to place you in the dungeons to cool off. But what's this? Treasures! And there is someone waiting by the door to let you out.



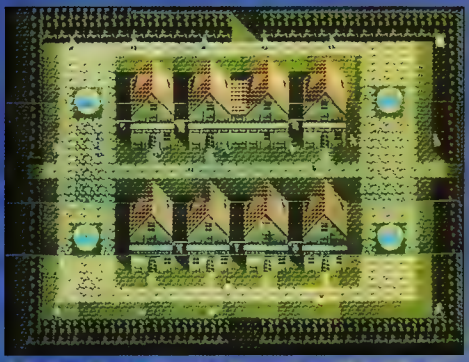
Once freed from the dungeons, explore the town and buy the best equipment you can afford.



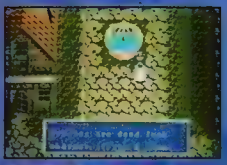
Enter every house...



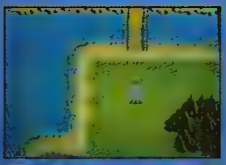
...and make sure that you check upstairs. You'll find people with clues there.



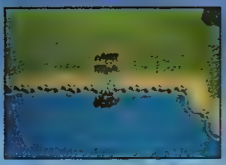
A little to the southeast of Landen, you'll find the town of Yaata.



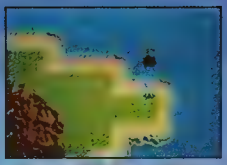
A sailor here has an interesting tale to tell about cyborgs. Remember him.



After talking to everyone in Yaata and buying any supplies you need, explore further to the east, where you'll find this bridge.



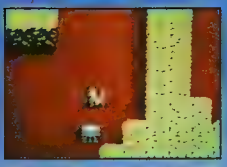
After getting the cyborg Mieu to join your party, go back to the sailor you talked to in Yaata. When he sees that you now have a cyborg with you, he'll be glad to take you on his boat.



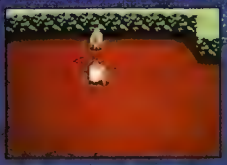
You'll then sail across the ocean to this strange island.



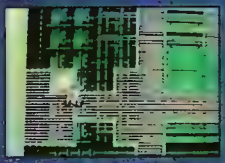
On the island, you'll meet up with some awesome creatures.



Also on the island, you'll find a cave that leads to these caverns.



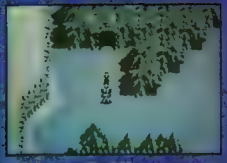
In the caverns, you'll find, in addition to treasures, a friend named Lyle, who has a valuable sapphire to give to you.



Find the right cave, and the sapphire will let you cross from Landen to Aquatica.



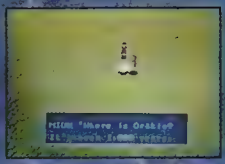
In the cavern, you'll find treasures—and, of course, monsters.



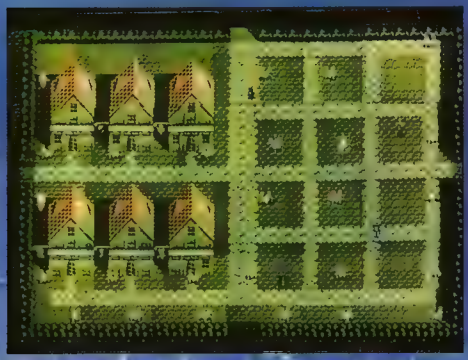
At the end of the cavern, you'll emerge into this bitter-cold land.



After exiting the cavern, circle the mountains and head west.



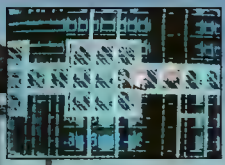
In the desert, you'll find two cyborgs that have tales to tell.



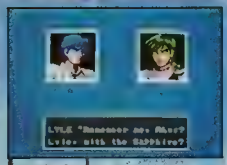
This is the village of Nazatak, where you should gather information and supplies. Spend some time in the desert outside of Nazatak fighting monsters, in order to build up your experience points. When you get weak, return to Nazatak and visit the inn.



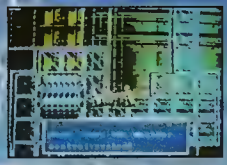
In the weather tower, found to the southeast of Nazatak, you'll face the toughest foes yet.



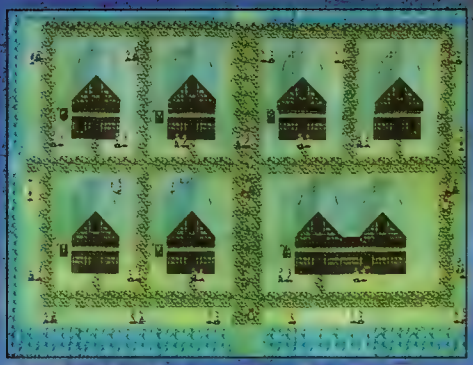
You'll also run into Lyle again...



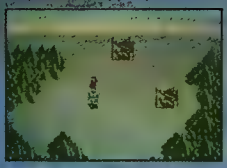
...and this time, he will decide to join you.



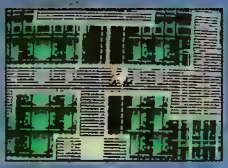
Wren's skills will come in handy when it comes time to repair the weather control system in the tower.



Travel east from the cavern's mouth, and you'll discover the village of Rysel. The people there complain of the cold and talk about a weather tower that seems to be malfunctioning.



South of Rysel, and across a short bridge, there are two ruins. The secret entrance to Aridia lies here.



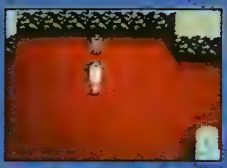
Another cavern leads you to Aridia.



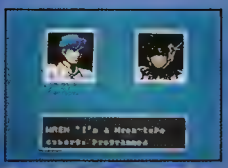
To the west of Hazatak lies this cave, in which you'll discover much to help you with your quest.



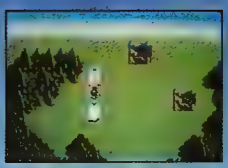
You'll also discover some powerful new enemies.



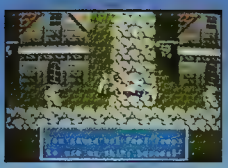
In the cave, you'll find a friendly cyborg.



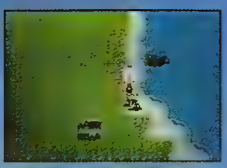
The cyborg Wren will join your party, making you strong enough to explore the weather tower.



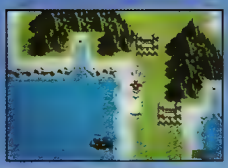
After fixing the weather control system, head back to Aquatica, where spring has come at last.



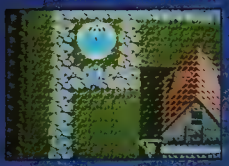
This ship captain is so pleased by your feat of derring-do that he offers you use of his ship.



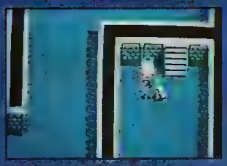
North of Rysel, you'll find the ship.



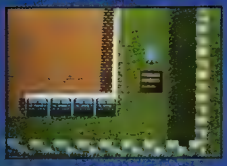
The ship will take you to this new continent.



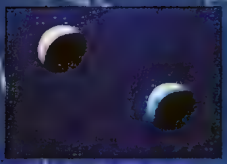
Gather information in Agoe, the town to the east, before heading north to the town of Shusoran, where this mysterious fountain hides a secret passage.



In the caverns beneath Shusoran, you must find your way into Shusoran Castle.



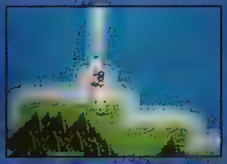
In the castle, you'll fight many enemies, as well as search for the castle's secret.



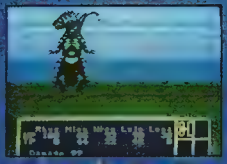
When the Moon Stone and the Moon Tear are properly placed, the two moons move back into position.



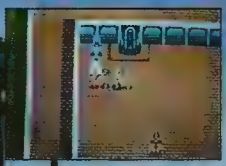
After getting the moons back on track, head back to Shusoran Castle, where you'll find a back door leading to yet more danger and excitement.



Stand in the right place, and a sandbar bridge will appear.



As you explore, new creatures attack.



In the castle, you must locate the king.



The king thinks you are a spy, and challenges you to a fight.



After you defeat the king, it's time to decide who to marry. Will you marry Maia, your original fiancée? Or will you decide upon Lena?



What secret? Lena is here. But when you find her, Lyle challenges you to a fight. You must beat him to continue your quest.



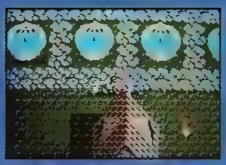
After you defeat Lyle, he'll decide to stay with your party. Lena will join you, too.



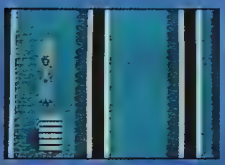
Then, it's back to the weather tower to place the Moon Stone and the Moon Tear into the second-floor weather control system.



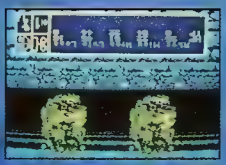
Finally, you'll find the town of Cille.



The fountains here also hide secret passages.



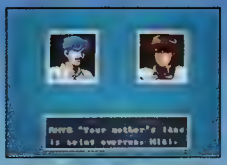
Beneath Cille, you must find the route to Cille Castle.



In the passages, you'll face Lovecraftian creatures that, until now, existed only in your nightmares.



In our game, we chose Lena...



...and so our adventures will continue next month with Rhys and Lena's son, Nial. Stay tuned!

Steel Talons

BY ATARI



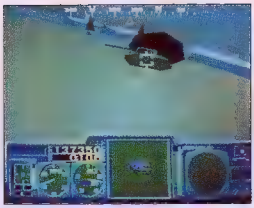
BY DONN NAUERT

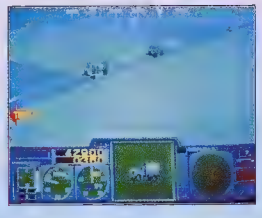
You're flying slowly around the bend in your Blackhawk model S-67 helicopter. Just then you spot your target as it rattles off a few rounds of ammo at you. The red sensor flashes, lighting up the screen like a Christmas tree, and without thinking you fire a rocket in response. Bull's-eye! Target destroyed. That's the type of situation you could find yourself in as you play Atari's *Steel Talons*.

What you'll probably notice first, as I did, when you walk up to *Steel Talons* are the controls—not just the ones in front of you as you sit down, but the ones at your feet and attached to the seat. Obviously the control in front of you is used for moving up, down and all around on the screen and for firing your 30mm guns along with your missiles. But what about the other two? Well, the control, or rudder, at your feet gives you the ability to rotate your ship in stationary positions, as well as to rotate quicker when you're in hot pursuit of that enemy copter.

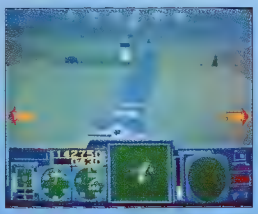
The control bar at the side of your seat lets you select the altitude of your helicopter during play. There's nothing more annoying than firing on the enemy, only to find out you're too high. Other buttons you'll find on the control panel include a "zoom" button and a "real helicopter flight" button. Normally, during play the view is from behind the ship at an angle, but, by pressing the zoom button, you can switch the view to first-person perspective. The only advantage to playing in one view over the other is that by using the zoom you'll increase the point values given for each target. Other than that, it boils down to which is more comfortable to you.

The "real helicopter flight" option is designed to provide more of a challenge for the experienced game player. It disables the computer assist, which is present during regular flight, allowing the player to gain more speed and altitude. However, during "real helicopter flight," less experienced players may find it too hard to keep from crashing. Also included is one of Atari's current rages: the "rump-thump." It's a little device that taps the seat whenever you get hit by enemy shots.

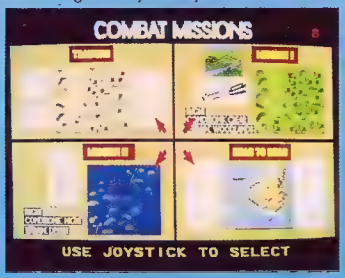


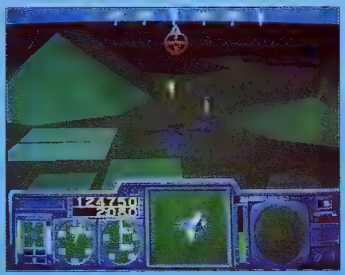


Once you get settled in your seat, you'll find that *Steel Talons* is a one- or two-player game that you can play solo, cooperatively with another player or head-to-head. In the one-player or two-player cooperative mode, you can select one of four missions (out of 12 total missions) to play. Each mission basically consists of destroying all enemy targets in that area. As you



Atari's *Steel Talons* includes a "real helicopter flight" feature designed to challenge real pilots and skilled players.





THE GAME HAS CHANGED! *

THE GAME HANDLER™

The only hand-held controller you only need one hand to play.



A new universe is at hand

Can you handle it?

WARNING: The Game Has Changed! GAMEHANDLER actually 'changes' the pre-existing software you already own. Now with GAMEHANDLER not only are your games more challenging, but they're more interesting and more fun, too! Do moves you never thought possible before. Make Mario run backwards in Super Mario Bros. I and Super Mario Bros. II, plus many more secret tricks for you to explore and discover. We'll even appear in TMNT II and I, showing you how to do those tricks. plus a newsletter to update new tricks found by our game players like you! *

IMN CONTROL

a division of the Hal America Network Columbus, Ohio

© 1990 IMN CONTROL

For Use With The NINTENDO ENTERTAINMENT SYSTEM™ And Others. Coming Soon, an Adaptable Version For The Super NES

Visit your local retailer or call 1-800-800-7185.

$5 REBATE. Ask for details.

Nintendo Entertainment System, NES, Super NES, Mario and Super Mario Bros. are registered trademarks of Nintendo of America, Inc.; Teenage Mutant Ninja Turtles and TMNT are trademark and copyright Mirage Studios and TMNT II the game is a copyright of Konami, Inc. under license. GAMEHANDLER, EXPANDER TESTER and other incidentals are copyright and trademark IMN Control, ©1991.

CIRCLE #146 ON READER SERVICE CARD.

progress in the game, the terrain is more difficult to maneuver around and the enemies are smarter and harder to destroy. The standard unit by which your life is determined is your fuel. As time goes by—or if hit by enemy fire—you'll lose fuel. With each completion, you are given extra fuel based on the amount of time it took you to finish each mission. If you beat the minimum time needed for a mission, you'll receive the title of "Ace," plus extra fuel and points. A "pass" award will get you extra fuel, while a "fail" will get you the least amount of extra fuel. This is the category I seemed to be in all the time, but even then I usually could get to the sixth or seventh mission before the enemy wiped me out. That's pretty good on one play, with a minimum of under ten credits playing time.

Overall, I believe the polygon-graphics hardware, which creates a realistic 360-degree world, adds to the great game play; I think most game players will love this one.

Sunset Riders

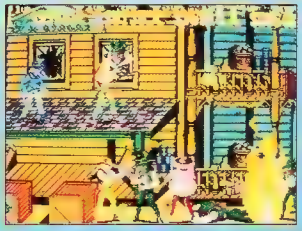
BY KONAMI

Back in the Old West there seemed to be ten outlaws for every lawman in the territories. This little problem helped pave the way for bounty hunters to make a quick fortune, chasing down the villains lawmen couldn't catch up to. And that's where you come in, as you play one of four bounty hunters in Konami's arcade game *Sunset Riders*.

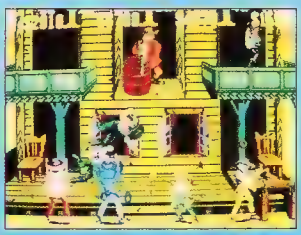
As a bounty hunter, you have to be prepared to go into almost any situation under any condition. That's exactly what you'll do here as you chase down the outlaws from the boomtowns to Indian villages. In each location, your mode of travel will be different. In the towns, you'll walk down Main Street in search of the villain. (Don't forget to go into the saloons for some rest and extra bonus points or firepower.) When you hit the high plains or travel through the forest, you'll be on horseback. In all the rounds, you can shoot in eight directions and jump over obstacles, but when you're on horseback you'll also be able to duck by pulling down on the joystick. In the plains, you'll encounter a large train that just happens to be carrying quite a few henchmen on board. Konami does use a little programming license when it comes to the Indian village. I could be wrong, but I don't recall hearing about Indians using ski lifts to go up and down mountains.



At the end of each area, you'll encounter an outlaw who specializes in different weapons. There are the Smith brothers, whom you'll find partying in a saloon, and who like to play with dynamite. Then there's Chief Scalp 'Em, who uses his own brand of Ginsu knives. Other outlaws include the cattle rustlin' Simon Greedwell, the Indian brave Paco Loco, the sharpshootin' Hawkeye Hank Hatfield and the notorious land baron with a British accent, Sir Richard Rose. They all get progressively more difficult as the game goes on, but fear not, for you can get extra firepower as well. During the course of each area, you'll come across a large bag that will contain either a badge or cash. The badges can either give you quick draw (automatic firing) or two guns. And, yes, you can have both at the same time. The cash you find will translate into points. Though the basics are the same, each area has enough variation that it can be called different. Examples are the two areas where you must ride the horse. In one, you ride straight, shooting the enemies as they appear and trying to dodge the bullets. In the other, you do much of that, except this time you have to contend with trunks and other obstacles falling out of the stagecoach.

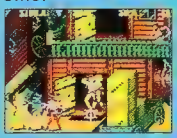


There's also a bonus stage that will let you increase your point total. The bonus stage is a single screen that has 50 outlaws appear in eight locations on the screen. You use the joystick to move the crosshairs onto the target, then fire. The first outlaws will appear slowly, with the speed of the appearances increasing to an almost impossible rate.



A gun-smoking romp through the legendary Old West, *Sunset Riders*, by Konami, supports up to four-player interactive action.





Sunset Riders is a fun game that can be played for hours by you and three of your friends, though there is a conversion kit available that allows only two players. The bottom line is that the graphics and sound are very good, and the game is very playable even for one person. *Sunset Riders* is a blast!

The Nuke Kid on the Block!









Atomic Punk™

Get bombarded by three blockbuster games in one!

First, blast into action as Atomic Punk, crusader for the invaded world of Atomica. Buy and sell your weapons to build up an arsenal that's powerful enough to blow the raiding aliens right off the map!

Next, dive deep into the planet as Bomberman!



Atomic Punk's dad is reactivated to root out the enemies from the core of Atomica. Gather power-ups, bombs and more to make him an unstoppable force!

Finally, challenge your friends to an Atomic Punk showdown. Hook up two Game Boys with a Game Link cable and watch the sparks fly! Find out who's the most explosive kid in town with this 2-player action game!

HUDSON SOFT®

HUDSON SOFT USA, INC.
400 OYSTER POINT BLVD SUITE 515
SOUTH SAN FRANCISCO, CA 94080

©1991 Hudson Soft USA, Inc. All rights reserved. Atomic Punk and Bomberman are trademarks of Hudson Soft USA, Inc. Hudson Soft USA, Inc. is a trademark of Hudson Soft Co., Ltd. Nintendo, Game Boy, Game Link and the Official Seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

CIRCLE #147 ON READER SERVICE CARD.

SWAP YOUR OLD NINTENDO GAMES FOR CASH OR NEW TITLES

Send Us Your Used Games and RECEIVE Up To $46.00 Per Game

WE PAY YOU/WE SELL

10 Yard Fight	$6/$12
1942	10/16
1943	14/24
720	12/19
8 Eyes	6/14
Abadox	10/16
^Addams Family	24/39
Adv. Byu Billy	6/12
Adv. Dino Riki	12/19
Adv. Island	22/39
Adv. Island II	36/59
Adv. of Lolo	18/29
Adv. of Lolo II	32/54
Adv. of Lolo III	32/54
Adv. T Sawyer	14/24
After Burner	24/39
^Air Ball	24/39
Air Fortress	12/19
Airwolf	8/14
Al Unser	18/29
Alien Syndrome	12/19
All Pro Basbll	12/19
Alpha Mission	8/14
Amagon	10/16
^Amer Gladiator	24/39
Anticipation	8/14
Arch Rivals	22/36
Archon	12/19
Arkanoid-Game	12/29
Arkistas Ring	12/19
Astyanax	8/14
Athena	10/16
Athletic World	12/19
Baby Boomer	32/54
Back/Futr	6/12
Back/Futr II & III	16/26
Bad Dudes	8/14
Bad News Bsball	24/39
Bad Str Brawl	12/19
Balloon Fight	12/19
Band Kings Anc	34/59
^Barbarian	24/39
^Barbarian	24/39
^Bards Tale	34/59
Base Wars	28/48
Baseball	8/14
Baseball Smltr	28/44
Baseball Stars	36/62
Bases Loaded	12/19
^Bases Loaded III	24/39
Bases Loaded II	20/34
Batman	12/19
^Batman:Rtn/Joker	24/39
Battle Chess	18/29
Battle Olym	14/24
Battle Tank	28/48
Battle Toads	28/44
^Bee-52	24/39
Beetlejuice	32/54
Bible Stories	18/29
^Bignose/Fknman	24/39
Big Bird Hd/Sk	32/49
Big Foot	20/34
^Bill/Ted Adv	32/54
^Bio Force Ape	24/39
Bionic Commnd	8/14
Black Bass	36/58
Blades of Steel	20/34
Blaster Master	8/14
^Blazebusters	24/39
^Block Out	26/42
^Bo Jackson	26/42
Bomberman	14/24
^Boomerang	24/39
Boulder Dash	12/19
Boy / His Blob	10/16
Breakthru	8/14
Bubble Bobble	20/34
Bugs Bny	24/42
Bugs Bny Bsbdy	22/36
Bump/Jump	14/22
Burai Fighter	12/19
Burger Time	12/19
Cabal	14/22
Calif Games	14/22
^Calif Raisins	26/44
Capt Comic	6/19
Capt Skyhawk	14/24
Casino Kid	20/34
Castelian	26/42
Castle Deceipt	18/32
Castle Dragon	S16/S26
Castlequest	10/16
Castlevania	6/14
Castlevania II	8/14
Castlevania III	16/26
Cave Mn Grns	18/29
Chall Dragon	18/29
Champ Bowling	22/36
Chessmaster	24/39
Chiller	8/29
^Chips Ching	34/59
Chubby Cherub	14/24
Circus Caper	14/22
City Connection	10/16
Clash/Dmnhd	10/16
Classic Creat	28/48
Clu Clu Land	18/29
Cobra Cmnd	8/14
Cobra Triangle	10/19
Code Nm Vpr	12/19
Commando	6/12
Conan	24/39
Conflict	28/48
Conq/Xtal Plce	14/24
Contra	12/22
^Corvette ZR-1	24/39
^Cowboy Kid	24/39
^Crazyland	24/39
^Crater Maze	24/39
^Cross Bow	24/39
Crystal Mines	36/58
Crystalis	12/29
^Cyberball	26/44
Cybernoid	6/12
Dance Arobcs	12/19
^Darc Seed	24/39
^Darkman	24/39
^Darkwing Duck	24/39
Dash Galaxy	8/14
^Daydrm Davey	24/39
Days Thndr	22/36
Deadly Towers	6/14
Death Race	8/29
Deathbox	18/29
^Def Dynmn Cty	24/39
Defend/Crwn	10/16
Defender II	14/24
Deja-Vu	18/29
Demon Sword	8/14
Desert Com	18/29
Dest. Erth Str	6/12
Dest/Emp	18/29
Dick Tracy	12/19
Dig Dug II	14/22
Digger	26/42
Dirty Harry	16/26
Disney Adv	22/36
Dnky Kng Math	22/36
Dnky Kong	12/19
Dnky Kong 3	10/16
Dnky Kong Clas	14/22
Dnky Kong Jr	14/22
Doubl Dare	16/26
Doubl Drgn	8/14
Doubl Drgn II	12/19
Doubl Drgn III	20/34
Doubl Dribble	4/16
Doubl Strike	18/29
Dr. Chaos	8/14
Dr. Jekyll/Hyde	10/16
Dr. Mario	20/34
^Drac Nute Out	24/39
^Drag Fghtr	24/39
Dragon Power	8/14
Dragon Spirit	8/14
Dragon Warr II	24/39
^Dragon Warr III	34/54
Dragon Warrior	4/14
Dragon's Lair	24/39
Duck Hunt	3/3
Duck Tales	14/22
Dudes/Attitudes	20/34
Dungeon Magic	12/19
Dusty Diamnd	32/54
Dyno Warz	12/19
Elev. Action	14/22
^Ellim. Boat Duel	24/39
^Emp Strks Bck	24/39
Evrt/Lndl Ten	20/34
Excitebike	6/12
F-15	18/29
Family Feud	34/54
Fan Adv/Dizzy	S24/S39
Fantasy Zone	18/34
Faria	32/54
Faxanadu	6/14
Fester's Quest	4/12
Fght Golf LT	32/49
Final Fantasy	18/29
^Final Fantasy II	24/44
^Fire Hawks	24/39
^Firehs Rescue	32/54
Fist / No. Star	20/34
^Fight / Intrdr	26/44
Flying Dragon I	8/14
^Flying Drg II	24/39
^Flying Drg III	26/44
Flyng Warriors	26/42
Formula 1	26/44
Frankenstein	24/44
Freedom Force	10/16
Friday 13th	4/12
Fun House	26/42
G. I. Joe	32/54
Galactic Crsdr	20/34
Galaga	24/42
Galaxy 5000	26/44
^Gargoyles Qst II	24/39
Gauntlet	6/12
Gauntlet II	10/16
Genghis Khan	34/54
Ghost Bstrs	6/12
Ghost Bstrs II	18/29
Ghost/Goblins	6/14
^Ghoul School	24/39
^GI Joe/Atk Fctr	24/39
Gilligans Isl	20/36
Goal	12/19
Godzilla	12/19
Golf	12/19
Golf Peble Bch	20/34
^Gold Power	24/39
Golgo 13	4/12
Goonies II	6/12
Gotcha	6/12
Gradius	6/12
Gremlins II	20/34
Guardn Lgnd	6/14
Guerilla War	8/16
Gun Shoe	4/9
^Gun-Nac	24/39
Gunsmoke	12/19
Gyruss	8/19
^Hammerin Harry	24/39
^Happy Cmpr	22/44
^Hard Drivin'	30/49
^Harris	26/42
Heavy Barrel	10/19
Heavy Shredin	16/26
^Hell Raiser	24/39
Heroes/Lance	18/29
High Speed	24/39
^Hillsfar	24/39
Hogans Alley	4/19
Hollywood Sqs	18/29
^Hook	24/39
Hoops	8/14
Hrlm Glbrttrs	36/58
^Hudson Hawk	24/39
Humt Rd Oct	20/36
Hydlide	6/12
I Cn Rmembr	10/29
Ice Climber	10/16
Ice Hockey	4/12
Ikari War	6/12
Ikari War II	6/12
Ikari War III	24/39
Image Fight	10/16
Immortal	26/42
Imp Mission II	16/26
Ind Jos Lst Crsd	24/39
Indiana Jones	8/14
Infiltrator	4/9
Iron Sword	8/14
Iron Tank	10/16
^Ishido: Stones	24/39
Ishtr Warrior	24/42
J Chan Kg Fu	24/39
J. Nicklaus Glf	26/42
Jackal	6/12
Jaws	6/14
Jeopardy	18/29
Jeopardy 25th	24/39
Jeopardy Jr	26/42
John E. Qrtrbck	S8/S14
Jordan/Bird	10/16
Journey Silius	14/22
Joust	8/16
Karate Champ	4/9
Karate Kid	8/14
Karnov	8/14
Kickle Cubicle	10/22
Kid Icarus	12/22
Kid Kool	14/22
Kid Niki	12/19
King Knight	6/12
King Neptune	18/32
Kings/Beach	12/19
Kiwi Krayz	22/39
Klash Ball	24/39
KLAX	22/36
Knight Rider	14/22
Krazy Krts	20/34
Krion Conqst	26/42
Kung Fu	4/9
Kung Fu Hero	8/14
Laser Invation	24/39
Last Ninja	26/42
Last Starfighter	16/26
Legacy/Wizard	6/12
Legend Kage	6/12
Legend Wings	8/14
^Legnds/Dmnd	24/39
Life Force	10/19
Litl Lg Bsbl	14/22
Litl Nemo Dr Mstr	20/34
Litl Ninja Bros	28/48
Little Mermaid	24/39
Lode Runner	14/22
Lone Ranger	24/39
Loopz	22/36
^Lord Lightning	24/39
Low G Man	6/12
Lunar Pool	20/34
M Andretti G.B.	26/42
^M Tyson Pwrpnch	24/39
^M.Dirka Bg Frbl	30/49
M.C. Kids	24/39
M.U. L.E.	24/39
Mach Rider	6/12
Mad Max	10/16
Mafat Conspncy	16/26
^Mag Candle	26/42
Mag Darts	24/29
Mag Flash Bsktb	12/19
Mag Sherezade	16/26
^Mag/Shrzd II	34/54
Magician	32/54
Magmax	6/12
Maj Lg Bsbl	10/19
Manae Mansion	18/29
MappyLand	20/34
Marbl Mdns	14/22
Mario Brothers	14/22
Marvels X-Men	12/19
Master Chu	12/19
^Match Rc Racers	26/42
Mech Attack	12/19
Mega Man	28/48
Mega Man II	18/29
Mega Man III	20/34
^Mega Man 4	24/39
Menace Beach	28/48
Mendel Palace	16/26
Metal Fighter	14/22
Metal Gear	4/12
Metal Mech	22/36
Metal Storm	22/36
Metroid	6/12
Mickey Mouse	12/24
^Micro Machines	24/39
^Mig-29	24/39
Might Bmb Jck	12/19
Millipede	20/34
Milon Sec Castl	8/14
^Mini Putt	24/39
Miracle Piano Lssn	24/39
Mission Cobra	16/26
Mission Imp	8/14
^Mnstr Trck Rlly	30/49
Monopoly	46/72
Monster Party	10/19
^M.Truck Rally	24/39
^Moon Ranger	24/39
^Motr Cty Ptrl	24/39
^Mr. Gimmick	24/39
Ms Pacman	$20/$39
Muppet Adv	14/22
Muscle	6/19
^Mutant Virus	24/39
Mystery Quest	12/19
NARC	12/16
Nascar Chllng	34/54
Natl Frbl Lg	10/16
^New Zlnd Stry	24/39
Nghtmr Elm Str	14/22
Ninja Crsdrs	22/36
Ninja Gaiden	6/12
Ninja Gaiden II	12/19
Ninja Gaiden III	24/39
Ninja Kid	6/12
Ninja Turo	26/42
Nobun Amb	22/34
Nobun Amb II	38/64
North/South	6/12
^Nosferatu	24/39
Operation Wolf	8/14
ORB 3D	6/14
Othello	4/19
^Over Horizon	24/39
Overload	24/39
P.O.W.	10/16
P Pan Pirates	26/42
P'radikus	8/19
Pacman	12/26
Pacmania	12/29
Palamedes	26/42
Paper Boy	20/34
^Password	28/48
Perfect Fit	12/29
Pesterminator	8/19
Phntm Fighter	8/14
Pictionary	18/29
Pinball	14/26
Pinball Quest	18/29
Pinbot	16/26
Pipe Dream	20/34
^Pirates	26/42
Platoon	8/14
Play Act Frbl	12/19
^Plce Academy	24/39
^Pool Radiance	24/39
Popeye	10/16
Powerblade	26/42
^Powr Pd Frbl	24/39
Predator	10/16
Princ Tomato	30/49
Pro Am Racing	10/19
Pro Wrestling	8/14
Punch Out	8/14
Punisher	20/34
Puss/Boots	20/34
^Putmaster	24/39
Puzzle	24/39
Puzznic	22/36
Pyramid	26/44
^Pyross	24/39
Q-Bert	12/22
Qix	34/59
Quantum Fighter	20/34
^Quattro Adv	24/39
^Quattro Sports	24/39
^R Clemens Bsball	24/39
Racket Attack	12/19
Rad Gravity	12/19
Rad Racer	10/16
Rad Racer II	16/26
Raid 2020	16/26
Raid Bungl Bay	12/19
Ralley Bike	14/24
Rambo	4/9
^Rambo III	24/39
Rampage	12/19
RBI Baseball	12/19
RBI Bsbl II	28/48
^RBI Bsbl III	26/48
Remote Ctrl	10/16
Renegade	4/12
Resce Emb Miss	6/12
Rescue Ranger	22/36
Ring King	16/26
Rivr City Rnsm	12/19
^Rnnce 3 Kgs III	24/39
Road Blasters	14/24
Road Runner	18/32
^Robin Hood	24/39
Robo Cop	8/14
Robo Cop 2	26/44
Robo Demons	$16/$26
Robo Warriors	6/16
Rock N Ball	12/19
Rock N Kats	24/39
Rocket Ranger	8/14
Rocketeer	28/48
Roger Rabbit	12/22
Roller Ball	24/39
Roller Games	12/19
Rolling Thunder	10/16
Romnc/3 Kings	24/39
^Romnc/3 Kings II	24/39
^Bses Loaded III	24/39
Rush N Attack	6/12
Rygar	8/14
S.C.A.T.	24/39
^Samrai Cnflct	24/39
^Search Kng	24/39
Section Z	6/12
Seicross	14/22
Sesame Str 123	18/29
Sesame Str ABC	24/39
^Sme Str Cmdwn	24/39
Shadow Ninja	20/34
Shadowgate	10/16
^Shatterhand	24/39
Shingen Ruler	20/34
Shinobi	18/29
Shock Wave	18/32
Shooting Range	12/19
Short Order	16/26
Side Pocket	34/54
Silent Assault	10/16
Silent Service	6/12
Silk Worm	18/29
Silver Surfer	18/29
Simpsons.The	22/36
Skate Or Die	8/14
Skate Or Die II	16/26
Ski Or Die	22/36
Skull/Crssbns	18/29
Sky Kid	16/26
Sky Shark	10/16
Slalom	10/14
Smash TV	24/39
Snake/Rattle/Roll	18/29
Snakes Rev	10/16
^Snow Brothers	24/39
Snpy S!ly Sprts	22/36
Soccer	10/16
Solar Jetman	30/54
Soloman's Key	10/16
Solstice	10/16
^Space Marine	24/39
^Space Shtl Proj	24/39
Spelunker	14/24
^Spiderman	24/39
SportGame	18/29
Spy Hunter	6/12
Spy Vs. Spy	6/12
Sqoon	10/16
Stadm Events	34/59
Star Force	8/14
^Star Master	24/39
Star Ship Hctr	8/14
Star Soldier	6/12
Star Tropics	20/34
Star Voyager	6/12
^Starblade	24/39
Stealth	18/29
Stinger	8/14
Street Cops	12/19
Street Fighter	8/14
^Street Smart	24/39
Strider	8/14
Super Cars	26/42
Super Contra	14/24
Superman	18/29
Supr Ddge Ball	16/26
Supr Glve Ball	12/19
Supr Mario	1/4
Supr Mario II	16/26
Supr Mario III	22/36
Supr Mr/Dk Ht	0/3
Supr Mr/Dk/Trk	3/7
Supr Off Road	20/34
Supr Pitfall	14/22
Supr Spk Vlybl	20/34
Supr Sprint	16/26
^Supr Spy Hntr	24/39
Supr Tm Games	12/19
^Supr Xevious	24/39
^Supersubs Pnbl	26/44
^Sword Mstr	26/42
Swrds/Serpents	10/16
T M N T	6/12
T M N T. II	22/36
Taboo 6th Sense	8/16
Tag Team Wrst	8/14
Tagm Dragon	$22/$36
^Talespin	24/39
^Talkg Spr Pwrd	24/39
Target Renggade	8/14
^Targhan	24/39
Tecmo Baseball	18/29
Tecmo Bowl	14/29
^Tecmo Bowl II	26/44
Tecmo Wrld Wrst	12/19
Tennis	16/26
^Terminator 2	24/39
Terra Cresta	10/14
Tetris-Nintendo	20/34
^The Blue Marlin	24/39
Three Stooges	12/19
Thunderbirds	16/26
Thundercade	12/19
Thndr & Lightng	12/29
Tiger Heli	6/12
Tiles Of Fate	18/32
Time Lord	10/16
Times Lore	28/48
^Titan Warrior	24/39
To the Earth	6/12
^Tom & Jerry	24/39
Tombs/Trsrs	18/29
Toobin	32/54
Top Gun	6/14
Top Gun II	14/22
Total Recall	16/26
Totally Rad	18/29
Touchdwn Frv	22/36
Town/Country	4/9
^Toxic Crdsrs	24/39
Track & Field	6/12
Track/Field II	10/16
Trick Shooting	14/24
Trojan	4/12
Twin Cobra	18/29
Twin Eagle	18/29
^Ufouria	24/39
Ult Basketball	22/36
^Ult Journey	24/39
Ult Soccer	24/39
^Ult Stuntman	24/39
Ultima	14/24
Ultima II	26/42
^Ultima III	24/39
Uninvited	30/49
Untouchables	26/44
Urbn Chmpn	6/12
Vegas Dreams	34/54
Venice Vollyball	24/39
Videomation	24/39
Vindicators	2/19
Volleyball	8/14
Wall Street Kid	16/26
^Wally Bear	24/39
^War vs Drugs	24/39
^War Wheels	24/39
Way Grtsky Hcky	22/36
Werewolf	14/27
Wheel /Fortune	20/34
Wheel /Frtn Fam	32/54
Wheel /Frtn Jr	26/44
Where's Waldo	24/39
Whomp'em	22/36
Wild Gunman	10/16
Willow	12/19
Win/Lose/Draw	16/26
Winter Games	8/14
Wizardry	24/39
^Wizardry II	24/39
Wizards/Warriors	6/12
World Champ	26/42
World Chmp Wr	20/34
World Cls Tr Mt	8/14
World Cup Socr	26/42
World Games	14/22
World Runner	8/14
Wrath Blk Mnte	8/14
Wrecking Crew	10/16
Wrestlemania	6/12
^Wurm	24/39
WWF Challenge	20/34
Xenophobe	6/12
Xevious	10/19
Xexyz	8/14
Yo! Noid	22/36
Znac	16/26
Zelda	6/12
Zelda II	10/16
^Zelda III	24/39
^Zombie Nations	24/39

WE PAY YOU/WE SELL

Tagm Dragon	$22/$36
^Talespin	24/39
^Talkg Spr Pwrd	24/39
Target Renggade	8/14
^Targhan	24/39
Tecmo Baseball	18/29
Tecmo Bowl	14/29
^Tecmo Bowl II	26/44
Tecmo Wrld Wrst	12/19
Tennis	16/26
^Terminator 2	24/39
Terra Cresta	10/14
Tetris-Nintendo	20/34
^The Blue Marlin	24/39
Three Stooges	12/19
Thunderbirds	16/26
Thundercade	12/19
Thndr & Lightng	12/29
Tiger Heli	6/12
Tiles Of Fate	18/32
Time Lord	10/16
Times Lore	28/48
^Titan Warrior	24/39
To the Earth	6/12
^Tom & Jerry	24/39
Tombs/Trsrs	18/29
Toobin	32/54
Top Gun	6/14
Top Gun II	14/22
Total Recall	16/26
Totally Rad	18/29
Touchdwn Frv	22/36
Town/Country	4/9
^Toxic Crdsrs	24/39
Track & Field	6/12
Track/Field II	10/16
Trick Shooting	14/24
Trojan	4/12
Twin Cobra	18/29
Twin Eagle	18/29
^Ufouria	24/39
Ult Basketball	22/36
^Ult Journey	24/39
Ult Soccer	24/39
^Ult Stuntman	24/39
Ultima	14/24
Ultima II	26/42
^Ultima III	24/39
Uninvited	30/49
Untouchables	26/44
Urbn Chmpn	6/12
Vegas Dreams	34/54
Venice Vollyball	24/39
Videomation	24/39
Vindicators	2/19
Volleyball	8/14
Wall Street Kid	16/26
^Wally Bear	24/39
^War vs Drugs	24/39
^War Wheels	24/39
Way Grtsky Hcky	22/36
Werewolf	14/27
Wheel /Fortune	20/34
Wheel /Frtn Fam	32/54
Wheel /Frtn Jr	26/44
Where's Waldo	24/39
Whomp'em	22/36
Wild Gunman	10/16
Willow	12/19
Win/Lose/Draw	16/26
Winter Games	8/14
Wizardry	24/39
^Wizardry II	24/39
Wizards/Warriors	6/12
World Champ	26/42
World Chmp Wr	20/34
World Cls Tr Mt	8/14
World Cup Socr	26/42
World Games	14/22
World Runner	8/14
Wrath Blk Mnte	8/14
Wrecking Crew	10/16
Wrestlemania	6/12
^Wurm	24/39
WWF Challenge	20/34
Xenophobe	6/12
Xevious	10/19
Xexyz	8/14
Yo! Noid	22/36
Znac	16/26
Zelda	6/12
Zelda II	10/16
^Zelda III	24/39
^Zombie Nations	24/39

^New Releases
Please Call—These may or may not be out by the manufacturer.

CALL FUNCO! 612•533•8118

NINTENDO ACCESSORIES

WE PAY YOU/WE SELL

AC Pwr Supply	$6/$15
Adv Joystick	10/19
Arkanoid-Ctrl	16/48
Comp Pro Ctrl	12/34
Control Deck	30/49
Dble Plyr System	10/22
EPYX Joystick	4/12
Four Score	14/26
Game Cleaner	14.95
Game Genie	32/69
Game Holder	2/4
Light Gun	1/3
Mega Joypad	8/16
Misc Joypad	6/14
Misc Joystick	4/7
NES Max Joypad	6/12
Power Glove	18/39
Power Pad	8/16
Quick Shot Round	6/12
Rf Adapter	6/15
Rock N Roller	6/12
Satellite	14/26
Sgl Wrless Rmote	4/12
Star Master Joystck	6/14
Supercontroller	3/5
U Force	12/22
Ult Joystick	6/14
Ult Wrless Joystck	6/14
Wizmaster Joystick	6/14
Zipper Controller	6/14

All Games Come With A 90-Day Warranty!

SEGA GENESIS™

WE PAY YOU/WE SELL

Abrams Battletk	$34/$58
*Adv Sly Valis	26/44
After Burner II	16/26
Air Diver	4/6
Airbuster	22/36
Alex Kidd	14/22
Alien Storm	30/49
Altered Beast	4/9
*Arcus Odyssey	26/44
Arrow Flash	28/44
Atmc Robo Kid	16/26
Attack Sub	40/69
Batman	24/39
Battle Squadron	14/22
*Beanball Benny	26/44
Beast Warriors	32/59
Bimini Run	12/39
Block Out	28/48
*Blu Alamanac	26/44
*Bonanza Bros	26/44
Budokahn	18/29
Burning Force	14/22
Bustr Doug Bxg	22/36
*Calif Games	26/44
Centurian	24/39
*Chuck Rock	26/44
Columns	22/36
*Corporation	26/44
Crack Down	30/48
Cross Fire	26/42
*Curse	26/42
Cyberball	20/34
*Cyborg Just	26/44
*DD-Quackshot	26/44
D.J Boy	14/22
*Dando	26/44
*Dark Castle	26/44
*Death Duel	26/44
Decap Attack	28/48
Dick Tracy	20/34
*Dinoland	26/44
Dyn Duke	18/32
E Swat	18/29
*El Viento	26/44
Faery Tales	26/42
Fantasia	34/54
Fatl Labyrinth	$16/$26
Final Zone	16/34
Fire Shark	20/34
Flicky	20/34
Forgotten Wrlds	16/26
Gain Ground	18/29
Games	38/64
Ghost Busters	20/34
Ghouls Ghosts	18/29
Golden Axe	22/36
*Golden Axe II	26/44
Golf	14/22
Granada	14/22
*Grdn Angels	26/44
Hard Ball	32/54
Hard Driven	20/34
Hell Fire	16/26
Herzog Zwie	16/26
Insector X	20/34
Ishido	20/34
James Pond	18/29
*Jesse the Body	32/54
*Jewel Master	26/44
Joe Montana Fibl	20/34
*Joe Montana Fibl II	26/44
John Madn Fibl	30/49
Junction	26/44
*Kage Ki	32/54
Kings Bounty	28/48
KLAX	18/29
Lakers Celtics	26/42
Last Battle	16/26
M Jcksn Mnwlkr	16/26
Mario Lemieux	26/48
*Maze Hunter	26/44
Micky M. Castle	22/36
Midnght Resist	24/39
*Mercs	26/44
Might & Magic	36/59
*Missle Defense	26/44
*Ms. Pacman	$26/$44
Musha	20/34
Mystic Defender	16/26
NHL Hockey	38/64
Onslaught	28/48
*Outrun	26/44
*Pac-Mania	26/44
*Paperboy	32/54
Pat Riley Bsktbl	12/19
*Pend Lard	26/44
PGA Tour Golf	30/49
Phant Str II	24/39
Phant Str III	40/69
Phant Str III Bk	6/14
Phelios	14/22
*Pitfighter	26/44
Populous	20/36
Powerball	26/44
*Quackshot	26/44
Rambo III	18/29
*Rampart	26/44
Rastan Saga II	28/48
*RBI III	32/54
Revenge Shino	18/29
*Road Blasters	30/49
*Road Rash	26/44
*Rocky	26/44
Sagaia	26/44
Saint Sword	26/44
Shadow Blaster	18/29
Shadow Dancer	20/34
Shining Dekns	26/44
Shove It	12/19
*Ski/Crossbns	26/44
*Slaughter Sport	26/44
Soccer	18/29
Sonic Hdghog	22/44
Space Harrier II	16/26
Space Invaders	30/49
*Speedball 2	26/44
Spiderman	$36/$59
Star Control	37/54
*Star Odyssey	26/44
Storm Lord	40/64
Street Smart	26/44
Streets of Rage	28/48
Strider	20/34
Supr Hang On	22/36
Supr Hydlide	4/9
Supr Monaco GP	18/32
Supr Thndr Bld	14/22
Supr Vlybl	22/36
*Swamphwg	26/44
Sword Sodan	18/29
Swrd Vermillion	22/36
T Lasorda Bsbl	22/36
Target Earth	10/19
*Targhan	26/44
Techno Cop	22/36
*The Terminator	26/44
Thndr Force II	10/16
Thndr Force III	20/34
*Toe Jam/Earl	28/48
Tmpln Terror	22/36
Truxton	14/22
Turrican	26/44
Twin Cobra	30/48
Ultimate Qix	26/44
Valis III	32/54
*Vapor Trail	26/44
*Vice	26/44
Wardner	28/48
Warriors of Rme	32/49
Whip Rush	18/29
Wings of Wor	32/49
Zany Golf	18/29
Zoom	16/26

WE PAY YOU/WE SELL ACCESSORIES

AC Plug	$8/$14
Cleaner	14.95
Comp Pro Ctrl	4/24
Ctrl Deck Used	**100.129**
Controller	12/19
Controller New	24.95
Misc Joypad	6/12
Misc Joystick	6/17
Power Base Convtr	2/22
Power Joystk	28.49
RFSwitch	8/14

GAME GEAR

WE PAY YOU/WE SELL

GAME UNIT	**$80/$129**
AC Adapter	10/14
Shinobi	16/24
*Solitaire Poker	16/26
Columns	10/14
*Devilish	4/22
Dragon Cry	4/17
G Loc	8/29
M. Mouse/Castle	8/29
Psychic World	16/26
Rev Of Drancon	16/26
Super M GP	6/26
*Supr Golf	4/22
*Woody Pop	16/26

***New Releases**
Please Call—These may or may not be out by the manufacturer.

SUPER NES

Control Deck $100/$189

We Pay You/We Sell

Control Deck	$100/$189	*ChiGst	$28/$49
*Act Raiser	28/49	Gradius III	28/49
*Bsbl Sim	28/49	*Hm Alone	28/49
*Big Run	28/49	*Hole in 1	28/49
*BL C B	28/59	*Hook	28/49
*Bulls	28/49	*Hypr Zone	28/49
*Chessmte	28/49	*L. Dmnd	28/49
*Castlvnia	28/49	*N. Ryan Bsbl	28/49
*Earth Dfns Frce	28/49	*Paprboy	28/49
*Equinox	28/49	Pilot Wng	28/49
F- Zero	28/49	*Pitfighter	28/49
*Fnl Fan II	28/49	Populous	2/49
Fal Fight	28/49	*RPM Racer	28/49
		*Smart Ball	$28/$49
		*Space Megaforce	28/49
		*Spr Bsbll Sm	28/49
		Spr MWrld	18/29
		Spr R Typ	28/49
		*Super F 1	28/49
		*Super Bases Lded	28/49
		*Supr Battletank	28/49
		*Supr R-Type	28/49
		*Ultraman	28/49
		*Xtra Innings	28/49
		***To Be Released**	
		Please Call	

SPECIAL!

NEO•GEO®

Control Deck $200/$299

(1 Controller)

We Pay You/We Sell

Controller	$26/$48
Memory	14/22
*Alpha Mission	82/149
*Burning Fight	82/149
Ghost Pilots	82/149
*Puzzled	82/149
Baseball Stars	$82/$149
Blues Jrny	82/149
Cyberlip	82/149
King/Monsters	82/149
League Bowl	82/149
Magician Lord	52/99
Nam 1975	$82/$149
Ninja Combat	82/149
*Riding Hero	80/149
Sengoko	82/149
Super Spy. The	82/149
Top Plyrs Golf	82/149

CALL TODAY!

FUNCO, INC.

612•533•8118

VISA MasterCard DISCOVER

QUICK DELIVERY!

We Also Have *Game Boy*™ Games and Accessories

FUNCO, INC. 612•533•8118

4948 Highway 169 No.
New Hope, MN 55428

VISA MasterCard DISCOVER

To Purchase: Send check or money order, or credit card number to **FUNCO, INC.**, 4948 Highway 169 North, New Hope, MN 55428 Please allow 3 weeks for personal checks to clear. Add $4.95 Shipping plus 50¢ per game. Add $1.00 per tit e if ordering by credit card. APO's, Canada, Alaska, Hawaii, please double shipping charges. MN residents please add 6.5% sales tax. WE DO NOT CHARGE YOUR CREDIT CARD UNLESS YOUR GAME IS IN STOCK. **(WE ARE NOT PART OF OR ENDORSED BY NINTENDO)**
To Sell Us Games: Call us first for current prices. Prices based on game, instruction manual and original box. Subtract $1.00 for missing manuals and $3.00 for missing boxes.
(Due to a 3 month lead time to place this ad. our sell or buy prices may be different) We reserve the right to refuse any purchase or sale.

VGCE 1/92

FREE MEMBERSHIP—Just fill out coupon and mail in. You will receive "The Fun Club" catalog.

THE FUN CLUB
4948 Highway 169 North, New Hope, MN 55428

Name _____

Address _____

City _____

State _____ Zip _____

Everything You About the

Excerpted from the chapter "Tech Talk" in the book *Super NES Games Secrets*, reprinted with permission of Prima Publishing.
Copyright©1992 Andy Eddy.
The book can be purchased directly for $9.95 from Prima, P.O. Box 1260SNES, Rocklin, CA 95677; (916) 786-0426.

Processor

The brain of the Super Nintendo is the 65sc816 CPU (Central Processing Unit), which is nearly identical to the CPU in the Apple IIgs line of personal computers. Its primary job is to move and manipulate data based on instructions it receives from the controlling program. In this case, most instructions originate on the cartridge that you insert in the top of the machine.

Each instruction that the CPU executes—whether it's moving a character to the right, changing an object's color or making a particular sound—takes a certain number of cycles to complete. All CPUs have a speed rating. The rating is expressed in a term called megahertz (abbreviated as MHz), which indicates how many million cycles the CPU is capable of handling in one second. The Super NES is rated at 3.58 MHz, meaning that it runs at a maximum speed of 3,580,000 cycles per second. However, all processors operate differently, even if they have the same speed rating. This is one of many reasons that it's not possible to compare one 16-bit video-game system with another.



Memory

A computer or game machine has two types of memory, RAM and ROM.

RAM (random access memory) is a place where computers store data for short-term use, whether it be program or graphics. Think of RAM as a sort of mailbox for the computer, with each data slot having a distinct address like a house. Just like a mailbox, the computer can write to an address in RAM, then look back later in the mailbox at that address and see what was written. A computer is quicker than our mail delivery; however, when the power source is turned off, the mailbox is emptied—the RAM is erased.

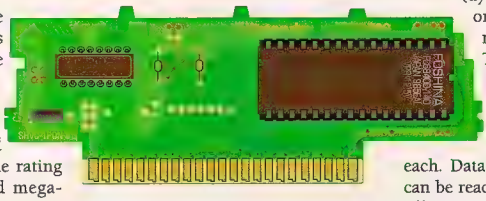


Figure 1-Breakdown of a byte named 10100100

Bit position	7	6	5	4	3	2	1	0
bits	1	0	1	0	0	1	0	0
expression value	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
decimal value	128	64	32	16	8	4	2	1

In this example, the bit pattern making up this byte (eight bits) adds up to a decimal value of 164 (128+32+4=164).

RAM is usually expressed as the number of bytes (remember that eight bits equals one byte) available to which the computer can read or write. The amount of RAM is usually followed by a "k," which is short for "kilobytes" or "thousands of bytes." (Actually, 1k, or 1 kilobyte, equals 1,024 bytes, not 1,000; but if we went into the reasons, this would be a math textbook.)

The Super NES has 128k of DRAM (dynamic random access memory) and 64k of VRAM (video random access memory). The VRAM is for the graphics processor, so we'll discuss that later. The 128k of system RAM is divided into two banks (areas) of 64k each. Data in those two banks of 64k can be read from a number of different offsets in the SNES' memory, sort of like having three roads that all lead to the same intersection. One road is a country lane, one a city street and one a highway. Which "road" is used to read or write to RAM dictates how fast the Super NES will operate. One offset will access RAM at 1.79 MHz, another at 2.68 and another at 3.58. The speed with which data is retrieved is entirely dependent on from which way the programmer accesses it. Also, it is good to note that, of all the RAM avail-

Wanted to Know SNES*

(* and have asked and asked and asked...)

able, half can run at the full speed, 63/128 at middle speed and 1/128 at slow speed.

As an example of how a game machine like the Super NES uses RAM, think of games where you register your name before you begin play. After you complete your name, the computer moves (or "writes") the bytes that make up your name into a RAM address—or, as we said before, mailbox—defined by the programmer so that every time the game wants to display your name, it simply needs to look at (or "read") that information. The data that makes up your name stays there until the program erases it or the power is turned off.

Unlike RAM, ROM (read only memory), as the name implies, cannot be written to, only read. Also, when the power is shut off to ROM, the information contained in it isn't lost, much like chipping your name into a stone. In most other respects, however, ROM is functionally similar to RAM, in that it has addresses, operates at one of three different speeds (in the SNES' case, 1.79 MHz, 2.68 MHz and 3.58 MHz) and the amount of ROM is also expressed in "k."



One exception when referring to ROM in most video-game cartridges (which hold their data in ROM chips) is that the memory size is generally referred to in terms of megabits (million bits), not kilobytes. It is fairly simple to make the conversion, so that whenever you see an advertisement featuring the ROM size of a game in terms of megabits, you can convert it to "k." Though, again, to save you from a serious math lesson, one megabit is equal to 1,048,576 bits (1,024 times 1,024)—hey, just trust me. Since one byte equals eight bits, to find out how big a four-meg(abit) cartridge is in terms of bytes (or "k"), we:

1) multiply 1,048,576 by four (the cart size in megabits)

2) divide that by eight (the number of bits in a byte)

3) divide that number by 1,024 (the number of bytes in a kilobyte).

The result, in this example, is that a four-meg cart equals 512k of ROM.

Depending on the speed capabilities of the ROM chips in Super NES cartridges, they can be accessed at either 2.68 or 3.58 MHz. This is accomplished by the game's programmer organizing his program in a special way, then setting a special "switch" in the system's memory that tells the unit to access the cart's data at the faster speed. Of course, if it were this simple—having the software tell the hardware to move the data in the fastest way possible—everyone would do it in that manner. Another con-

sideration is that faster ROM chips are more expensive, which would increase the cost of a cartridge by an estimated $10-$15, as of the time of this writing.

Graphics Processor

Perhaps the most interesting—and certainly the most complicated—component in the Super NES is the graphics processor. It is the part that has the most direct bearing on what you see on the screen. The graphics processor is divided into three main areas: pixel data (for the character "tiles"), attribute tables (to select "tiles") and color look-up tables (for the color of the "tiles"). "Whoa, slow down!!" Sorry, let's jump back to basics.



The image created by the SNES is composed of thousands of tiny dots called picture elements or pixels. "Resolution" is a description of the number of pixels horizontally and vertically displayed on the screen. The SNES is capable of two different resolutions: 256 x 224 and 512 x 448. The first mode means that the screen is composed of 57,344 pixels (256 x 224 equals 57,344). Unlike some computers, however, each individual pixel cannot be accessed directly. The image from the Super NES is called "character mapped," which simply means that the dots on the screen are grouped into blocks (or "tiles") that are eight pixels (saved as one byte) wide and eight pixels high. Using this information, we can figure out that the 256 x 224 mode becomes 32 x 28 tiles (256 ÷ 8 equals 32, and 224 ÷ 8 equals 28).



Each tile on the screen is actually composed of four separate tiles, called bit planes, that are stacked on top of each other to form the images you see. The reason there are four planes is that each dot on the screen needs color, and since one pixel is stored as one bit, you could only have it be a single color—recall that a bit can either be "on" (or, in this case, colored) or "off" (or no color). Instead, using four bit planes means that there are four bits per pixel, or a selection of 16 colors.

The SNES has a master color palette of 32,768 colors, but, depending on the video mode used, it can only display from 16 to 240 of those on-screen at one time. In order to process the information faster, the Super NES uses a system of color look-up tables or CLUTs. A CLUT is a group of colors previously defined by the programmer. In the case of the SNES, each CLUT is composed of 16 colors (numbered 0 to 15), meaning that they can be identified with just four bits. This is much less trouble than giving the screen direct access to all 32,768 colors, and having to represent those colors with 15 bits instead (again, trust the math, please).

To put this in terms that you can understand easier, imagine that you wanted to paint a picture. It would be better to pick the 16 colors you want to use, put them aside, then start painting with them. The other method would be to put all 32,768 tubes of paint on the table at once, which would make it harder to find the specific color you wanted.

With that in mind, which would be easier if you wanted to make a pixel on the screen forest green?

1) Take the color forest green and make it number 9 in your CLUT, which would be called by using the binary number 1001 (only four bits); or,

2) Find forest green in the whole SNES palette as color number 20,747, which equals the binary number 010100100001011 (more intricate as a 15-bit number).

It's obvious that method No. 1 is easier. You can see why it's impractical to address the master palette of 32,768 colors directly, because there are simply too many bits involved. The bottom line in using four bits instead of 15 also translates into more efficient use of memory.

Figure 2–Graphic Mode Chart

Mode	number of backgrounds	max. colors per tile (BG)	number of palettes	max colors on-screen
0	4	4	8	32
1	3	16	8	128
2	2	16	8	128
3	2	256	1	256
4	2	256	1	256
5	2	16	8	128
6	1	16	8	128 M
7	1	256	1	256 S

S–Scaling and rotation in this mode only
M–512x448 simulated resolution (Video processor averages every two pixels in video RAM, increasing perceived resolution).

Since each CLUT on the SNES only holds 16 colors, and it has been brought out that the SNES is capable of displaying up to 240 colors, you can correctly conclude that the Super Nintendo has multiple CLUTs. Depending on the mode, the SNES uses from one to 16 palettes (giving a range of 16 to 256 colors). Only up to the first eight palettes can be used for the backgrounds. The remaining palettes are reserved for sprites.



"Wait, what the heck are sprites?" Well, sprites are blocks of data that can be moved over or under the backgrounds on your screen. They are your favorite characters, ugliest adversaries and their bullets, missiles and laser beams in a video game—basically, just about anything that moves on the screen.



The Super NES is capable of producing four different sizes of sprites (in pixels): 8 x 8, 16 x 16, 32 x 32 or 64 x 64. This is not to say that the maximum size of a character in a game is 64 x 64. To create some of the huge and/or intricate characters in your favorite SNES games, programmers combine sprite blocks on top of or next to each other. The limitation is that the SNES can display up to 128 sprites (numbered 0 to 127) with 16 colors (of 32,768) for any given sprite, in any of the graphics modes.

One of the most annoying drawbacks to lots of action and huge characters is flicker. The Super NES can have up to 256 pixels of sprite data (32 8 x 8-sized sprites, 16 16 x 16-sized sprites, etc.)on the same scan line (horizontal line on your television) before the graphics processor gets overloaded and causes what you see as flicker (when various pixels are turned on and off momentarily). Once it does get more than 256 pixels of sprite data on the same scan line, however, a curious boo-boo in Nintendo's processor design becomes apparent.

Instead of dropping off the least significant sprites (the ones that were most recently added to the screen

Largest Selection Of Games Anywhere!

GAME DUDE

We Deal In All Video Games

Below Is A Partial Listing — *Call For Games Not On List*

Nintendo

TITLE	BUY/SELL
Adventure Island II	17/33
Adventure of Lolo III	16/37
American Gladiators	15/34
Andretties Grand Prix	12/30
Arch Rivals	12/28
Arkanoid	25/79
Bandit Kings Of China	17/35
Baseball Simulator	16/32
Baseball Stars	15/35
Based Loaded II	10/24
Bases Loaded III	16/34
Basewars	14/38
Battle Tank	12/29
Battle Toads	20/44
BeetleJuice	10/25
Bill & Ted's Adven.	14/30
Blades of Steel	10/25
Bomberman	8/25
Bubble Bobble	12/27
Captain Planet	15/34
Captain Skynawk	9/25
Chessmaster	15/39
Classic Concentration	10/27
Darkman	15/31
Day Dreamin' Davey	17/37
Days Of Thunder	14/29
Deja-Vu	6/17
Doub e Dragon III	10/25
Dr. Mario	14/27
Dragon's Lair	12/27
Dragon Warrior II	15/35
Duck Tales	12/24
Family Feud	15/35
Fame	12/27
Flight Of The Intruder	18/35
Formula I Grand Prix	15/30
Frankenstein	12/34
G. I. Joe	15/35
Galaxy 5000	15/29
Gauntlet II	8/24
Ghengis Kahn	12/35
Gremlins II	12/30
Gretzky Hockey	8/24
Gun Nac	15/32
Harlem Globetrotters	15/30
High Speed	17/35
Ikari Warriors III	9/24
I Jones Last Crusade	14/39
J. Chan's Kung Fu	12/35
Jeopardy	10/22
Kiwi Kraze	12/35
Klash Ball	14/31
Krazy Kreatures	13/26
Last Ninja	10/24
Lee Trevino Golf	8/28
Little Mermaid	10/30
Little Nemo	10/27
Lone Ranger	16/36
Magician	7/20
Magic Darts	15/34
Maniac Mansion	8/22
Megaman III	10/37
MS. Pacman	12/25
MVP Baseball	16/34
Nascar Challenge	12/34
NES Action Football	10/29
NES Tournament Golf	16/32
Ninja Gaiden III	19/40
Nobunagas Amb II	17/39
North & South	12/27
Pacman	7/16
Peter Pan	10/27
Punisher	8/22
Puzznic	7/15
Quantum Fighter	7/22
Rad Racer II	10/29
Rainbow Islands	11/23
RBI Baseball III	18/31
Rescue Rangers	10/28
Rockin' Kats	15/35
Robocop 2	17/37
Rocketeer	18/38
Romance of 3 Kings	12/28
Side Pocket	12/29
Silver Surfer	10/27
Simpson's	12/31
Smash TV	14/32
Spot	10/27
Star Tropics	12/35
Super Jeopardy!	15/32
Super Mario Bros 3	15/34
Super Spy Hunter	15/34
T.MNT II	15/35
Times Of Lore	12/30
Thunder & Lightning	8/24
Totally Rad	8/24
Touchdown Fever	12/29
Twin Cobra	10/32
Ultima: Exodus	15/30
Untouchables	15/38
Vegas Dream	12/25
Where's Waldo?	15/35
Whomp Em	17/37
WWF Challenge	10/27
Zombie Nation	12/29
	18/39

Super FamiCom

3D Golf	20/55
ActRaiser	20/55
Area 88	20/55
Big Run	20/55
Bombuzzal	15/40
Darius Twin	20/55
Drakkhen	20/55
Final Fight	20/55
Goeman	20/55
Gradious III	20/55
Gundam F91	20/55
Hole In One Golf	20/50
Hyper Zone	20/55
Jerry Boy	20/55
Pilot Wing	10/25
Populous	10/25
Pro Soccer	22/59
SD Dodge Ball	20/55
SD Gun Dam	20/55
Sup. Ghouls-Ghosts	25/60
Super Mario World	10/25
Super Pro Baseball	18/47
Super R-Type	20/55
Sup. Stad. Baseball	20/55
Super Tennis	30/70
Super Ultra Baseball	20/55
Ultra Man	20/55
Y's III	20/55

Genesis

Mega Drive Converter	16
688 Attack Sub	20/47
Abrams Battle Tank	12/29
Air Buster	15/32
Alien Storm	17/35
Arrow Flash	10/29
Bal & Ted's Adv.	18/39
Bimini Run	12/29
Block Out	14/29
Centurion	12/28
Crackdown	14/29
Crossfire	19/40
Dark Castle	12/27
DecapAttack	19/36
Dick Tracy	5/17
Dynamite Duke	7/19
Fantasia	17/39
Fatal Labrynth	12/25
Fatal Rewind	17/35
Faery Tale Adventure	10/29
Hard Ball	19/41
Hel Fire	15/35
James Pond	7/18
Joe Montana Football	11/24
John Madden Football	18/39
Junction	16/32
Kings Bounty	8/21
Lakers vs Celtics	12/29
Marvel Land	20/42
Midnight Resistance	18/38
Might & Magic	24/52
Mike Ditka Football	18/39
Musha	15/36
NHL Hockey	18/39
Onslaught	13/32
Pac-Mania	16/37
PGA Golf	20/44
Phantasy Star III	15/45
Powerball	15/38
Quad Challenge	16/35
Raiden Trad	20/44
Rastan Saga II	14/35
Road Rash	17/35
Saint Sword	18/38
Sajata	15/32
Shining In The Dark	22/50
Sonic The Hedgehog	15/35
Space Invaders 91	14/30
Spiderman	18/37
Star Control	24/46
Starflight	22/52
Storm Lord	19/42
Streets Of Rage	18/37
Street Smart	16/38
Strider	11/29
Sword Of Sodan	7/19
Sword Of Vermilion	15/36
Thunder Force III	12/25
Thunder Fox	18/38
Toe Jam & Earl	19/39
Tommy Lasorda BaseBall	13/29
Turrican	18/38
Twin Cobra	16/36
Ultimate Qix	15/33
Vapis III	20/43
Wardner	16/37
Warrior Of Rome	16/37
Wings Of War	17/37

Game Boy

Aerostar	10/20
Amazing Penguin	5/14
Balloon Kid	7/14
Batman	4/10
Battle Bull	7/19
Battle Unit Zeoth	10/19
Bill & Ted's Adv.	10/20
Blades Of Steel	10/22
Bo Jackson, 2 In 1	12/24
Bubble Bobble	8/18
Bug's Crazy Castle	7/18
Burai Fighter Deluxe	5/16
Burgertime Deluxe	9/18
Castelian	8/16
Castlevania II	11/22
Caesars Palace	9/18
Chase HQ	6/15
Chess Master	7/15
Chiins Gimet Paradise	7/18
Chopliffer II	10/19
Cosmo Tank	5/15
Cyraid	5/16
Dragon's Lair	7/18
Dr. Mario	7/14
Duck Tales	9/18
Extra Bases	8/16
Final Fantasy Adv.	14/28
Final Fantasy Leg. II	12/28
F1 Race	8/16
Game Of Harmony	8/17
Ghost Busters II	6/15
Gremlins II	6/20
Hatris	6/18
Hunt For Red October	5/16
In Your Face	8/16
Jeopardy	9/18
Klax	7/17
Kung Fu Master	8/19
Mickey's Dang. Chase	8/19
Motherlorn	8/19
Navy Seals	9/19
NBA All Star	8/16
Ninja Boy	10/20
Nobunaga's Ambition	8/19
North & South	8/22
Operation C	8/20
Pac Man	8/22
Pipe Dream	7/19
Princess Blobette	9/19
Punisher	9/19
Rolans Curse	9/19
Serpent	9/18
Shanghai	8/17
Side Pocket	8/20
Tiger Road	5/15
Tetris	9/27
Snoopys Magic Show	9/18
Solomon's Club	7/15
Space Invaders	7/14
Spud's Adventure	6/19
Super Scrabble	8/18
Super Spy Hunter	9/20
Tasmania Story	8/18
Trax	6/19
Ultimate Air Combat	6/22
Ultimate Basketball	8/18
Vegas Dream	7/15
Video Pinball	8/18
Volleyball	8/18
Wizards & Warriors	8/22
World Bowling	8/22
World Boxing	7/18
World Cup Soccer	5/14
Yo' Bro	16/38

Turbo Grafx

PC Engine Converter	29
Aero Blasters	12/32
Alien Crush	4/10
Battle Royale	10/25
Blazing Lazers	5/15
Bloody Wolf	8/22
Bomberman	12/32
Bonk's Adventure	8/19
Bonk's Revenge	17/37
Boxy Boy	12/30
Bravoman	4/12
Chew-Man-Fu	5/15
Crater Maze	10/22
Cybercore	9/18
Devil's Crush	12/29
Double Dungeon	5/15
Dragon's Curse	5/12
Dragon Spirit	4/12
Drop Off	10/29
Dungeon Explorer	5/15
Fantasy Zone	6/19
Fighting Street (CD)	8/19
Final Lap Twin	7/19
Final Zone II (CD)	7/17
Galaga 90	5/12
JB Murder Club (CD)	16/39
J.J. and Jeff	3/10
King Of Casino	12/28
Klax	5/12
Last Alert (CD)	7/24
Legendary Axe	4/12
Legendary Axe II	6/19
Mag. Dino Tour (CD)	12/34
Military Madness	12/28
Moto Roader	10/24
Neutopia	7/17
Nicklaus Turbo Golf	10/32
Ninja Spirit	5/17
Ordyne	5/19
Paclend	5/19
Power Golf	7/19
Psycosis	7/17
R Type	12/32
Sherlock Holmes (CD)	15/44
Side Arms	4/12
Sinistron	10/27
Sonic Spike	7/22
Space Harrier	5/15
Splatter House	6/19
Super Darius (CD)	17/39
Super Star Soldier	17/44
Super Volleyball	12/29
Tail Spin	21/42
Taking It To The Hoop	6/15
Tiger Road	9/27
Timeball	12/33
Tricky Kick	10/29
TV Sports Basketball	15/35
TV Sports Football	7/15
TV Sports Hockey	16/36
Valis II (CD)	8/24
Veigus Tactical Glad	10/25
Victory Run	6/14
Valis IV (CD)	20/45
Valkyrie	22/64
Vasteel (CD)	18/64
Vampire of the Dipper	15/30
Yaksa	15/30

PC Engine

Adventure Boy	15/30
Blue Blink	16/35
Boxing Challenge	15/30
Dragon Egg.	20/44
Energy	10/25
F-1 Pilot	12/25
Gangnus	15/30
Gempi Tohmaden	15/30
General Takeds	15/30
Golf of Young	15/30
Hit The Ice	20/45
Legend of Genpei	15/30
Mahjong Assassin	15/30
Maniac Pro Wrestling	15/30
Marche Maze	15/40
Necromancer	15/30
Neutopia II	22/49
Operation Wolf	17/39
Outrun	16/55
P-47	15/30
Parasol Stars	15/40
Power Gate	16/44
Pro Wrestling	17/45
Racing Spirit	20/44
Ranma 1/2 (CD)	20/49
Space Adven. II (CD)	18/39
Stay With You (CD)	15/30
Super Golf (CD)	15/30
Super Military (CD)	15/30
Valis IV (CD)	20/45
Vapor Trail	22/64
Vasteel (CD)	18/64
Women of the Dipper	15/30
Yaksa	15/30

Mega Drive

Advanced Invasion	15/59
Dando	16/49
Devils Crash	18/44
Dino Land	15/45
Elemental Master	15/34
El Viento	22/47
Fastest 1	15/44
Fire Mustang	15/45
Galaxy Force II	25/55
Jewel Master	18/44
Master of Monsters	15/48
Master Of Weapon	20/42
Megatrax	12/40
Mercs	18/39
Out Run	18/49
Power League IV	20/45
Rainbow Island	12/36
Raiden Trad	15/60
Ring Side Angle	15/49
Secret Of Blue Water	15/44
Spaceship Gomola	18/44
Super League 91	15/45
Twin Hawk	12/42
Vapor Trail	20/47
Verytex	15/49
Wonder Boy III	10/32
Wrestle War	20/42
XDR	10/35
Zero Wing	12/46

Neo Geo

Alpha Mission II	60/120
Baseball Stars Pro	45/120
Blue's Journey	70/140
Crossed Swords	60/120
Cyber-Lip	75/150
Ghost Pilots	55/120
Joy Joy Kid	55/120
King Of Monsters	60/120
League Bowling	55/120
Magician Lord	40/105
Nam 1975	55/120
Riding Hero	55/120
Sengoku	55/120
The Super Spy	55/120
Top Players Golf	55/120

Game Gear

Batter Up	10/22
Castle Of Illusion	12/24
Chase HQ (JAP)	15/31
Dragon Crystal	10/20
Devilish (JAP)	15/31
Griffin (JAP)	12/24
Ha ley Wars (JAP)	15/29
Head Buster (JAP)	15/31
Hustle Golby (JAP)	15/29
Leaderboard Golf	15/30
Pac Man	10/22
Pop Breaker (JAP)	15/31
Revenge of Drancon	9/19
Shanghai 2 (JAP)	15/31
Solitaire Poker	14/28
Zan Gear	12/25

Lynx

A.P.B	14/29
BlockOut	10/22
Checkered Flag	10/25
Electrocop	5/12
Gauntlet-3rd Encounter	3/12
Ms. Pacman	10/25
Ninja Gaiden	10/25
Paclend	9/21
Paperboy	10/27
Rampage	10/27
Road Blasters	10/25
Robo-Squash	10/25
Rygar	9/17
Scrapyard Dog	10/25
Shanghai	8/25
Todd in Slime World	10/22
Turbo Sub	12/27
Warbirds	8/25

Super Nintendo

Drakkhen	20/42
F Zero	20/39
Final Fight	20/39
Gradius III	20/39
Pilot Wings	20/39
Populous	20/39
Sim City	20/42
Super Mario World	10/35
Super R-Type	20/42

Game Dude will be stocking all Super NES games as they come out!

Call To Order (818) 764-2442

TO ORDER - Before ordering call for current prices. Please include cost for game(s), plus postage and handling of $5 00 per shipment plus $1.00 per game if shipped to the continental US, $8 50 plus $1.00 per game to Alaska/Hawaii, $8.50 plus $1.00 per game to Canada, $15.00 plus $3.00 per game to other countries. We accept checks, money orders or credit cards (Visa, Mastercard, Discover, and American Express) Sorry No COD's. Sales Tax - California residents please include 8.25%. Your credit card is not charged until we ship your order. Personal checks with PO Box addresses will be held 2 weeks to clear. Most orders will be shipped within 24 hours by UPS 2nd Day Air, if merchandise is in stock and there is a street address.

SALES POLICY - All used games are guaranteed 30 days from ship date. All defective games can only be exchanged for the same title game. No refunds, credits, or exchanges. We make no guarantee for product performance. Once your order is placed it cannot be changed without authorization. Please send your games via UPS or Insured Parcel Post. We are not responsible for the safe receipt of your games. A check will be sent to you within 48 hours after receiving and testing your games. Deductions will be made for missing instructions, boxes, and slipcases. Please call us for information about the deductions. **NOTE:** Due to a 3 month lead time to place this ad, supply and demand, the availability of these games and prices are subject to change without notice. To guarantee a price call and get an authorization number. Without an authorization number the price will be determined on the day we receive your order or games. Authorization numbers are good for a week after you recieve them. We are not responsible for typographical errors. We reserve the right to refuse any purchase or sale. Nintendo is a registered trademark of Nintendo Of America Inc., Genesis is a registered trademark of Sega Enterprises Inc., and Turbo Grafx-16 is a registered trademark of NEC, Lynx is a registered trademark of Atari Corp., Neo Geo is a registered trademark of SNK Home Entertainment Inc.

GET OUR NEWS LETTER FREE!

Call or write for a FREE price list of all games and systems. Stop in at our retail store to try out games and systems before you buy. Rentals are available for all games & systems at our retail store.

To Order CALL NOW! **(818) 764-2442** Mon-Sat 9-5 PST Sun 10-5 PST

Walk-In customers or UPS Delivery:
12104 Sherman Way, N. Hollywood, CA 91605

Name _____

Address _____

City/State/Zip _____

Send For News Letter:
Game Dude
P.O. Box 8325VG
Van Nuys, CA 91409

CIRCLE #149 ON READER SERVICE CARD.

image), the machine drops the *most* significant sprite—which might just be the character you are controlling. It was too late in the system's development cycle to fix this problem directly, so Nintendo added an address that programmers could set to specify which sprite was the most significant, overriding the actual order of the sprites. Many programmers have adopted the method of changing the number in this address 30 or 60 times a second to spread the flicker over many of the sprites instead of having some just disappear off the screen.

Finally, we've already discussed backgrounds a bit, but there's a little more to add. Some of the graphics modes allow multiple backgrounds. This means that they can move horizontally or vertically independent of each other. Programmers can create an image on-screen that appears to have depth, by using two or more backgrounds and scrolling them at different speeds.



Another neat trick, and perhaps the most impressive, is that the backgrounds can be scaled (made bigger or smaller) and/or rotated in one of the SNES' graphics modes called Mode 7. Contrary to popular belief, SNES sprites can't be scaled or rotated, *but* background scaling can be used to make it appear that a sprite is being scaled.



In *Super Mario World*, the final boss, Bowser, is actually the background. The castle, Mario, fireballs and the Mechakoopas are all sprites. When Bowser moves left and right, it is actually the background scrolling. And, when he leaves the screen by flying at you, that is just the background coming at you, like in *F-Zero*, except that this time, everything except Bowser is invisible, to make him appear to be a sprite.

It is interesting to note that data can only be sent to the graphics processor during vertical blanking interval or VBLANK. VBLANK is the time period when the graphics processor has completed one retrace of the screen (top to bottom) and is about to start over. This hardware (built-in) limitation reduces the amount of data that can be sent to video RAM to about 4 to 6k per second. For comparison, it is useful to note that other 16-bit machines can transfer approximately 30k of data in one second.

Joypads

The Super NES joypads transmit data to the system serially (in a long string of bits). However, requests made to check the joypad's status receive the data in parallel form (as a byte). Each status check results in one 8-bit piece of information. Because there are so many buttons on the controller, to receive the complete status, two calls must be performed, resulting in two bytes (16 bits) of information. The SNES joypad has 12 buttons, and each button is represented by a single bit—thus, only 12 of the 16 bits transmitted are valid (see Figure 3). If the bit is "on," the button is being pressed. If the bit is "off," the button is released.

Although the current American version of the Super NES only has two joypad ports, there is hardware support for up to four joypads, though the hardware does not support the X,Y, top left (L) and top right (R) on the second pair of controllers.

There is also a curious anomaly with regard to reading the status of the joypads. If this is done at any other time except VBLANK, the resulting status bytes are unpredictable and unreliable. For this reason, the precious time during VBLANK (the only time graphic data can be sent to the video processor), must also be used to read the joypad status.

Sound

The 16-bit sound chip set on the Super NES was created by Sony. It has eight PCM (pulse code modulation) stereo sound channels. Simply put, this means that *all* sound on the Super NES is "sampled." Sampled sound is used in lots of the music that you hear on the radio, generally consisting of a short snip of a real-world sound—glass breaking, a bird chirping, a guitar riff, etc. Making all the sound channels in the Super Nintendo PCM is a radical departure from existing units, simply because sampled sounds take up a lot of memory. For this reason, the Super NES has an adjustable sampling rate, from 6 to 48 kHz. The higher the sampling rate, the more realistic the resulting sound, but also the more data consumed per second. For comparison purposes, it is good to note that compact-disc-quality sound is sampled at 44.1 kHz, and the sound from a good-quality connection on a telephone is approximately 16 kHz.



To figure out how much data would be necessary for any given stereo sample, you simply multiply the sample rate (let's use 22 kHz, half that of CD quality), by the number of bits per sample (16) to give us the number of bits per second. In this example, a sample would use approx. 352,000 bits or 44k (352,000 ÷ 8) bytes per *second*. For those reasons, most developers use compressed data for samples, and usually sample at lower rates of between 10 and 12 kHz.





Well, that's a thumbnail sketch of the inner workings of your Super NES. Nintendo's first entry into the 16-bit marketplace is a patchwork of old and new technologies, the most advanced being its sound processor. Time will tell if this system gains the popularity that the NES enjoys, or if another 16- or 32-bit-based home video-game console will become king. Meanwhile, I encourage you to enjoy your Super NES, and don't be surprised if you now find yourself trying to figure out what video mode a game is using, which sprites are sharing the same palette or how a program made a background look like a sprite so it could be scaled and rotated. Such is the burden of knowledge.

Figure 3–Joypad Status Bytes

	MSB (Most Significant Byte)	LSB (Least Significant Byte)*
Bit #	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
Byte	1 0 1 1 0 1 0 1	1 0 1 1 0 1 0 1
Button	A SEL. U L	X TL
	B ST. D R	Y TR

*The hardware does not have support for this byte on controllers 3 and 4.

SEL.–SELECT TL–Top Left ST.–START TR–Top Right

SUPER NINTENDO

THE YEAR OF THE DRAKKHEN.

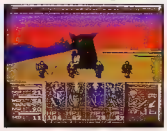


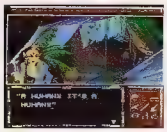
This is the year of Super NES.™ The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.



You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.





Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Developed by KEMCO under license from Infogrames © 1991

KEMCO-SEIKA

CIRCLE #150 ON READER SERVICE CARD.

Island Hopping



FOR THE NINTENDO ENTERTAINMENT SYSTEM

ILLUSTRATION BY RAY GOUDEY

the Hard Way

PART TWO

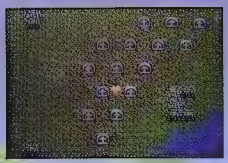
A PLAYER'S GUIDE TO STAR TROPICS

Last month, we started our island adventure by looking at the first couple of chapters of this tropical mystery. This time around, we'll explore the Ghost Tunnel, the West Tunnel, Hermit's Mountain, the Whale Maze and Captain Bell's Cave. We'll also visit the villages of Seatcola, Miracola, Tanacola and Bellcola.

Get your submarine cranked up, and head out to the high seas. Dr. J is waiting for you!

by Clayton Walnum



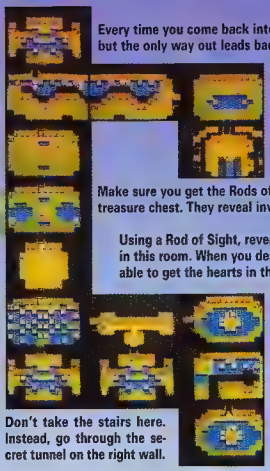


One of these graves will let you into the next underground tunnel.

As soon as you enter this room, jump over the small strip of water in front of the door. That way you'll avoid being hit by the invisible ghost that's hiding here.

There are a lot of invisible ghosts in this room. Use a Rod of Sight to reveal them before trying to move.

You can get hearts here, but, if you do, you'll wind up back in the graveyard and have to start the ghost tunnel all over again.



Every time you come back into this room, you'll find a pair of hearts, but the only way out leads back to the graveyard.

You can get these skeleton dogs more easily by jumping onto one of the squares in the water and waiting for them to come to you.

Make sure you get the Rods of Sight in the treasure chest. They reveal invisible ghosts.

Using a Rod of Sight, reveal the invisible ghost in this room. When you destroy him, you'll be able to get the hearts in the room to the right.

Kill all the invisible ghosts in this room, and you'll be able to get the hearts in the room to the south.

Don't take the stairs here. Instead, go through the secret tunnel on the right wall.

Kill the invisible ghosts in this room, and you'll reveal a hidden passage. The same is true of the room to the east.

Before leaving this room, make sure you find the mirrors.

The dimhags in this room suddenly appear and shoot magical balls of energy. Use your mirror to reflect the energy back.



If you need Rods of Sight, this is where to get them.

Remember, mummies can't cross water. Either of the two squares surrounded by water is a good place from which to fight.

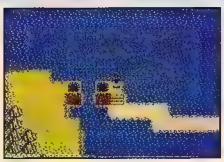
When you enter this room, head straight up to the north. The room to the east is a dead end.

Jump three times on the correct square, and you'll drain the graveyard swamp.

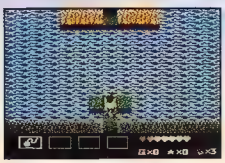
Kill the invisible ghost in this room, and you can get the hearts in the room to the west.

Rods of Sight are available here. Make sure you have at least one.

Use a Rod of Sight to reveal the giant, Maxie. Then use bolos to blast him, while dodging the fireballs.

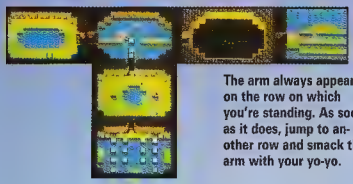


Now, it's off to the West Tunnel.



Jump ten times on the switch, and you'll reveal a secret bridge.

Use the lantern here, so you can make your way safely through this three-part, darkened room.



The arm always appears on the row on which you're standing. As soon as it does, jump to another row and smack the arm with your yo-yo.

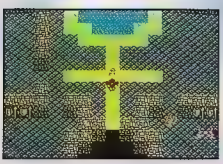
In this room, you'll find the lantern, which can temporarily light up a dark room.



Now that the swamp is drained, you can get the crystal ball.



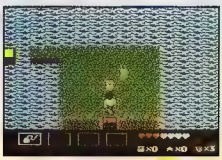
Bring the crystal ball back to the gypsy, and she'll help you get into Shecola.



Inside Shecola, you must look for the queen.



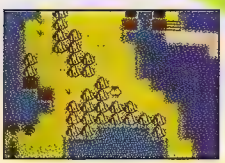
When you find the queen, she'll give you some advice—and a new weapon!



These hearts will help you get past the dangers ahead.



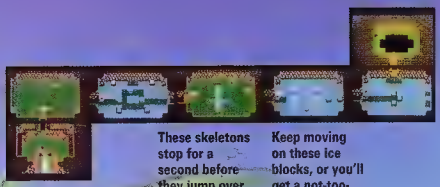
Before you get through the West Tunnel, you must fight many creatures. Your new weapon will help you.



A secret mountain passage will let you through.



A poet in a small hut will give you a hint.



It looks like there's no way to get to the treasure chest, but jump anyway. You may be surprised.

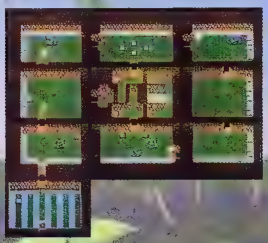
These skeletons stop for a second before they jump over the water. That's your chance to cream them.

Keep moving on these ice blocks, or you'll get a not-too-pleasant sinking feeling.

The secret passage to the east is a waste of time. Don't bother.

Stay as far away from the bulls as possible. Hit them a couple of times, and then move out of their path.

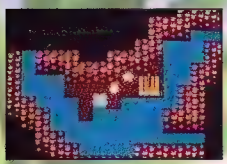
Keep jumping to avoid Mad Muddie's shots.



Walk through the west wall in order to get to the geyser. Then ride the geyser to the top of the mountain.



Once on the mountain, you can get the scroll.



When you go back into the ocean, you'll end up in a whale's belly, where you must find this man's lighter.



There are lots of secret passages in the maze. Check everywhere.



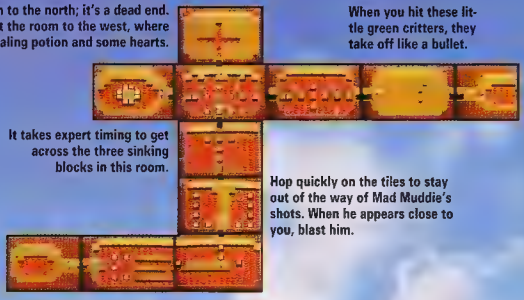
After a lot of searching, you'll find the lighter.



Using the lighter, you can start a fire that'll make the whale sneeze.

Don't bother with the room to the north; it's a dead end. But you will want to visit the room to the west, where you can pick up a healing potion and some hearts.

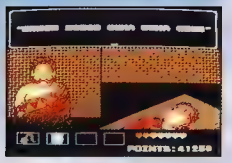
When you hit these little green critters, they take off like a bullet.



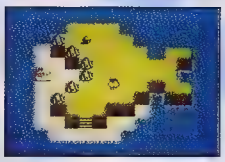
It takes expert timing to get across the three sinking blocks in this room.

Hop quickly on the tiles to stay out of the way of Mad Muddie's shots. When he appears close to you, blast him.

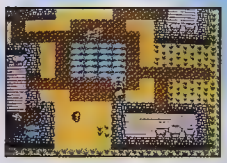
Fight off the mudmen while searching for the button to open the door.



Use the scroll to awaken the girl.



Then it's off to this strange island, which looks a heck of a lot like a whale with its mouth open.



In Tunacola, you can gather more clues.



Everybody has a tale to tell.



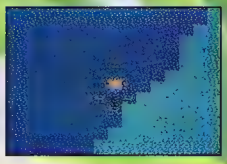
Next stop is Bellcola, where you again must gather clues.



Make sure you talk to the village's leader.



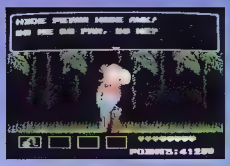
This parrot has important information, but first you must bring him a gift.



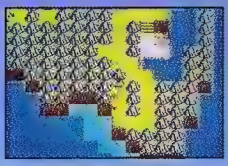
Ah! A place to dive in the ocean!



Maybe the parrot would like a fresh worm?



Yep, Pete sure likes worms, all right.



Secret passages through the mountains are everywhere.

Jump in the right places to avoid the spears that shoot from the walls.

Find the right switches to reveal three sets of hearts, and then find the shortest route to collect the hearts. If you're too slow, the earthquake will get you.



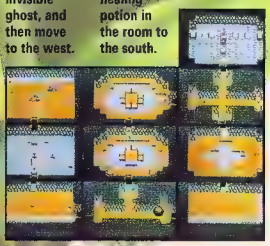
Run straight through this room as fast as you can.



Look for a secret passage on the east wall.

Forget the passage that'll appear on the east wall. Find and kill the invisible ghost, and then move to the west.

Get a baseball bat here. Also, kill the invisible ghost, and you can get to the healing potion in the room to the south.

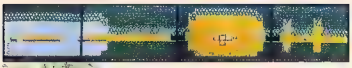


If you're a nimble jumper, you can gather two sets of hearts in this room.

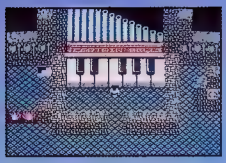
Use these passages in a counterclockwise direction.

This ball is fast. Run like the dickens to get to safety.

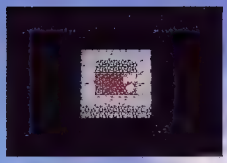
Run quickly across the center of this room, turn on the switches and skedaddle. If you time your jumps just right, you should be able to avoid most of the spears coming up from the floor.



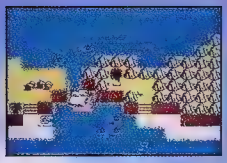
Run to the end of the path, jump straight up to avoid the spear, and then immediately jump forward onto the rising block.



Play the parrot's tune on the organ, and you can get to the stairs.



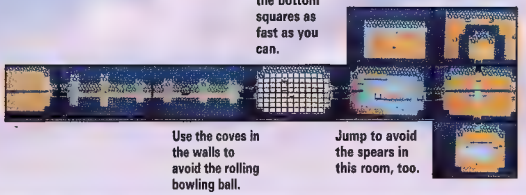
On your way to the next tunnel, look for a big heart. Could there be a secret passage in the walls?



Here's the entrance to the next tunnel.

Fall through the hidden hole in the center of this room. Then, in the room below, run directly south to the stairs. A secret passage from the east side of this room then leads to the west.

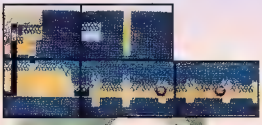
Jump across the bottom squares as fast as you can.



Use the coves in the walls to avoid the rolling bowling ball.

Jump to avoid the spears in this room, too.

Find the secret passage to the switch square, and then jump on the square a few times to get the waterwheel moving. Continue on your journey, and learn the secret of *Star Tropics*. Good luck!

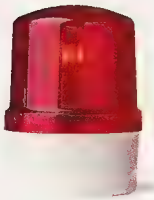


Use the mirror on the dimhags.

You can slow this ball down by shooting it. Get in front of it. Then turn and fire when it gets too close. Make sure you get the mirror.

THE ONLY GAME TO SCORE WITH THE NHL.®





This is definitely the ultimate power play.

Twenty-two NHL® teams. Two All-Star squads. The Stanley Cup.® All the wholesome mayhem you love about professional hockey.

It's all here in NHL® Hockey. The most action-packed, fast-paced, and high-contact Genesis game to come along since John Madden Football.™

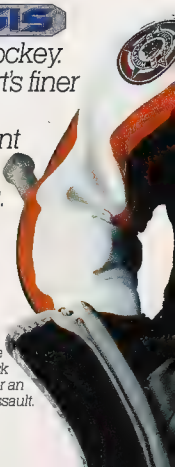
SEGA GENESIS

In fact, the same guys who tackled Madden designed NHL Hockey. So you think they'd miss any of the sport's finer points? Get real.

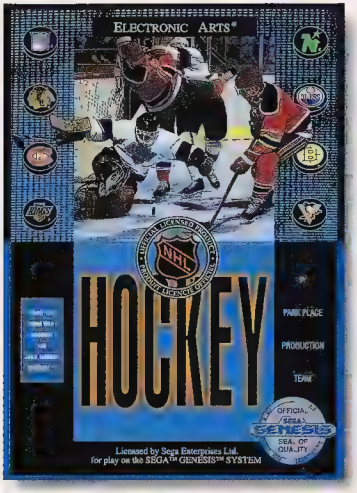
Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.



As you can see from this composite screen shot, there's more action than you can shake a stick at.



Your goalie has as many saves as the Red Cross. Kick saves, glove saves, stick saves. You can even pull him for an all-out assault.



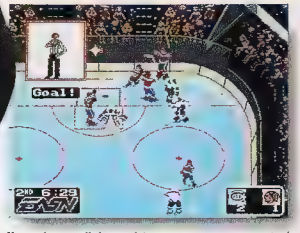
There's total player control, too. Take ballistic slapshots, execute sly backhands, flick passes to teammates; make great kick, glove, or stick saves; slash, hook, trip, high stick, or check the living daylights out of the other guy.

But if you step over the line, the refs will penalize you. Then cool your skates in the penalty box.

The goal of the game is to skate and score your way to the Stanley Cup. To get there, you'll face-off against every obstacle the pros do.



Intense, hard-hitting realism makes NHL Hockey the hottest game on ice.



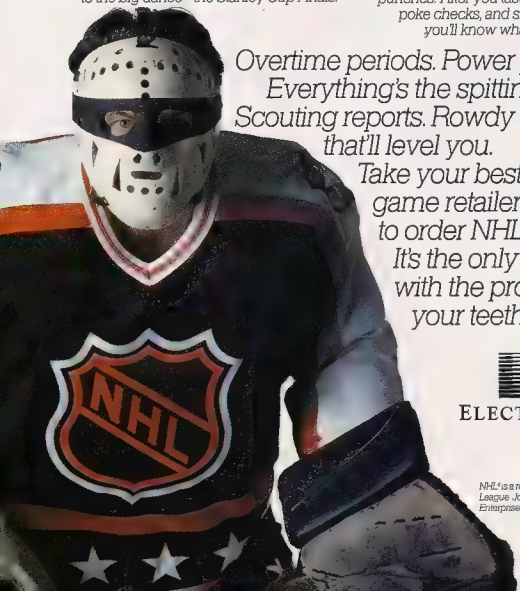
If you have all the right moves, you get invited to the big dance the Stanley Cup Finals.



This game definitely doesn't pull any punches. After you taste a few hip checks, poke checks, and shoulder checks, you'll know what we mean.



Everything measures up perfectly to the NHL. Compare position-by-position scouting report at-a-glance.



Overtime periods. Power plays. Play-offs. Penalties. Everything's the spitting image of hockey. Instant replays. Scouting reports. Rowdy crowd reactions. Sound and animation that'll level you.

Take your best shot at the NHL. See your local game retailer or call (800) 245-4525 to order NHL Hockey now. It's the only way to play with the pros and still keep your teeth.

ELECTRONIC ARTS®

Get Real

NHL® is a registered Trademark of The National Hockey League Stanley Cup® is a registered Trademark of The National Hockey League. John Madden Football™ is a trademark of Electronic Arts. SEGA™ and GENESIS™ are trademarks of Sega Enterprises, Ltd.

CIRCLE #151 ON READER SERVICE CARD.

SKATING ON ELECTRONIC ICE

A Survey of the Hottest Ice Hockey Games Around!



ILLUSTRATION BY STEVE SMALLWOOD

Although games based on ice hockey have been around as long as baseball and football computer and video games, hockey has never been a heavy hitter in the sports simulation sweepstakes. For one thing, whereas the vast majority of American males grow up playing baseball and football, hockey is more of a cult phenomenon in most of this country. Throughout Canada and the northern portions of the U.S., the game has a rabid following. But, to truly love hockey, it seems one needs at least a passing familiarity with ice.

Sure, roller hockey is popular, but mostly in hockey-mad areas when no rink is available. It can also be played in summer, but again, guess where?

However, things have slowly begun to change over the past decade or two. As weary veterans of the industrial Northeast began the great migration to the Sunbelt, they took with them their love for the game once played by Canadian Indians on frozen rivers with sticks and dung, long before the first Europeans set foot upon the New World.

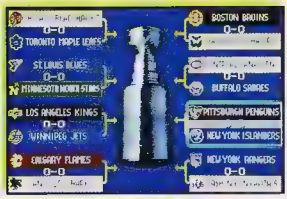
Even Los Angeles has taken its hockey team to its bosom, as the Gretzky-led Kings have undergone a metamorphosis from losers who looked like they were playing in yellow pajamas, to one of the NHL's contending, glamour franchises.

THE EARLY YEARS

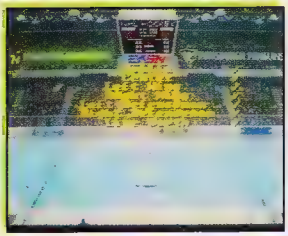
This slow but steady assimilation of hockey into the American mainstream is reflected in the ongoing sophistication of electronic hockey simulations. The first home electronic hockey game, Al Miller's *Ice Hockey* (Activision for the Atari 2600), stripped the game down to arcade essentials that even the most tender tenderfoot could understand. Your team, viewed from a top/down perspective, consisted of two

BY BILL "BANANA STICK" KUNKEL





players who passed a puck back and forth, checked opposing players and took shots at a net guarded by a goaltender.



Hockey (Magnavox for the Odyssey²) took a more sophisticated approach, using full, six-man teams. The rink was seen from a top/down view, but the players appeared in side perspective, as was traditional in football games at that time (1978). There was no scrolling, but the game was a blast to play, creating a far more realistic version of hockey than the Activision game. It had two drawbacks, however, that kept it from duplicating *Ice Hockey*'s success: There was no solitaire mode, and the Odyssey wasn't as popular a system as the Atari 2600.



Electronic Arts' *NHL Hockey* uses 24 real NHL teams, each with its own skills and advantages.

The lack of a solitaire version also limited interest in Mattel's *NHL Ice Hockey* for the Intellivision. In fact, the entire first run of Intellivision sports games, easily the most visually impressive home games seen to that point, were all handicapped by the lack of solitaire modes. This problem stemmed from the fact that the gamer could only control one member of the on-ice squad at any given time. The other players on his team were under the program's guidance, and sports like hockey present so many variables that the challenge of programming an entire computer-controlled opponent—while also manipulating the rest of the user's squad—was beyond the technical knowledge of that time.

COMPUTERIZING THE ICE

It was, of course, inevitable that hockey simulations would come to home computers, but the early efforts were a mixed batch indeed. Gamma Software's 16K *Hockey* for the Atari computers was pretty threadbare, and *International Hockey* and *Slapshot* (both from Artworx/Advantage) were generic at best.

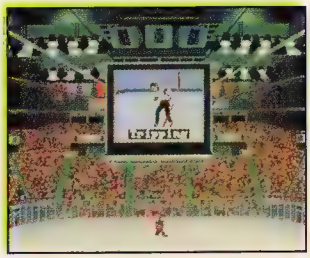
British publisher Thorne-EMI produced a pleasant change of pace with its Atari cartridge *Major League Hockey*. Its characters were among the smallest in the history of electronic gaming, but, once you got used to it, the game was extremely playable and offered full-team strategy, with the ability to easily shift user control to any player on the ice. This was the first computer hockey game that actually rewarded players who possessed a better grasp of hockey's strategic fundamentals.

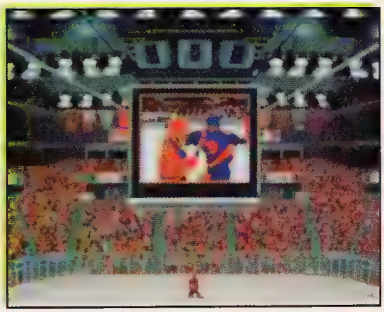
The "Great Leap Forward" in terms of computer hockey was taken by SportTime's *Superstar Ice Hockey*. This horizontally scrolling game was not only aces from an action standpoint, but offered heavy-duty coaching and strategy options. Users coached teams over whole seasons, made trades during the off-season (the lower your team finished, the more points awarded), coached training camp (to slightly improve the entire team) and dealt with the inevitable effects of age on the players (the older guys just don't steamroll up-ice the way they used to). The gamer could get into the action as a player, coach or both, and every mode was a delight. To hockey buffs, it seemed like the answer to a prayer.

No one in the computer software field has really one-upped this game in all phases. *Blades of Steel*, on computer, looked like a rather simpleminded arcade game.

Powerplay Hockey: U.S.A. vs. U.S.S.R. is one of those games Electronic Arts periodically puts out when it misses out on the initial heat of a fad. It doesn't really add anything *new* to the genre, but it just doesn't seem right, somehow, that EA doesn't have one. So, they do a horizontally scrolling hockey game and give it a marketing twist by making it "international" hockey.

Powerplay Hockey is, nonetheless, solid, developed by Kirsch and Madland, with very nice graphics and a sound strategic underpinning, and it makes a nice addition to the EA catalog. It's just that it is overshadowed by *Superstar Ice*





Bethesda's *Wayne Gretzky Hockey 2* utilizes marvelous strategic innovations.

Hockey in virtually every category. But it's no shame to be nosed out by a classic, after all.

Face Off, developed for Gamestar by MindSpan, did not aspire to the heights of the previous games, and was virtually crippled by flickering on the PC version. Another horizontal scroller, it is mostly modeled on the philosophy of *Blades of Steel*, with multiple camera angles and sin box sessions for anyone who loses a fistfight.

The only computer hockey games that have truly aspired to greatness since *Superstar Ice Hockey* have been Bethesda's *Wayne Gretzky Hockey* and *Wayne Gretzky Hockey 2*. The strategic sophistication, especially on the second *Gretzky*, is remarkable, but many players will have trouble with its top/down perspective. It takes a lot of playing before the user is able to easily differentiate one team from another. Nonetheless, for the true hockey maven, and especially for gamers interested in playing stat-simulation-style hockey, *Wayne Gretzky 2* is an impressive piece of work.





Konami's NES version of *Blades of Steel* includes fighting as a major factor in game play.

VIDEO-GAME HOCKEY: THE NEXT GENERATION

Hockey games moved from video-game systems to computers during the years between the Great Shakeout ('83-'84) and the debut of the NES and SMS, but the first games to appear on these new 8-bit video-game systems showed that some new tricks had been picked up in the interim.

The archetype for this new generation of hockey video games was Konami's NES translation of its coin-op success, *Blades of Steel*. For the first time, players got to view the action from a variety of camera angles, including an on-the-ice camera that provided gamers a view from just behind the shooter. Unfortunately, this system had a drawback; no matter how many players were skating around the crease and net area at the point when the camera angle changed, the on-ice viewpoint always consisted of just the shooter and goalie.

Blades of Steel also brought another innovation to hockey games that remains with us, despite its obvious drawbacks both in terms of logic and the rules of hockey: thuggery as a major factor in game play. Whenever a fight breaks out, the

THE GUIDE TO ELECTRONIC HOCKEY SIMULATIONS

COMPUTER SIMULATIONS

Hockey (Gamma Software) This was the first computer simulation of ice hockey, and, while it gets points for original thinking, it looks pretty shabby. The players appear huge, moving about in an obviously undersized, nonscrolling rink. For two to four players (no solitaire version), and the two-player-team version gives one player control over the skaters while his partner controls the goalie exclusively. This was possible, by the way, because this was a 16K Atari game, and the old Atari 400/800 series had four joystick ports, a great idea Atari wasted no time in scrapping.

Major League Hockey (Thorne-EMI) If you don't mind teeny-tiny on-screen characters, this Atari computer cartridge from the British publisher Thorne-EMI is a superb piece of work with only one weakness: the low level of competition provided by the computer-controlled team. In many ways, it is more entertaining than Intellivision's excellent *NHL Ice Hockey* (see video-game section), in that, for example, *MLH* has a one-player version and is a heck of a lot easier to play. The game uses the traditional angled side perspective that remained virtually the only viewpoint for presenting electronic hockey until this decade.

International Hockey (Advantage/Artworx) Extremely poor arcade-style hockey simulation that was notable mainly for its slight variant on the angled side view. We get to see lots of the crowd in this game, and the rink is squared off rather than curved at the edges. Available for the C-64 only.

Slapshot (Advantage/Artworx) Slightly improved version of *International Hockey*. Not good, but certainly better. Also for the C-64.

Superstar Ice Hockey (Mindscape) This multisystem simulation was the first truly brilliant electronic hockey simulation, combining realistic action with genuine strategy. Players can coach, skate, tend goal or perform a combination of functions. The Sport-Time League comprises four, five-team divisions, with players rated by age, offense, defense and total skill. At the end of each season, trades can be made or the team can be sent to camp to improve its skills. The worse a team does in a season, the more trading points it receives, so that the league always moves toward parity.

SHATTERHAND

PUT SOME PUNCH INTO YOUR NINTENDO ENTERTAINMENT SYSTEM!

Imagine having hands that pack the power of 100 strategic missiles in every punch! Hands that can defeat any force on Earth! Hands that create satellite robots—each armed with unique power, like beam swords or sonic maces!

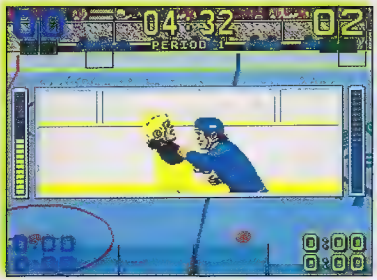
Welcome to the 21st Century of Shatterhand," where the power to save the world is in your hands. Punch after punch, blow after blow, Shatterhand redefines hand-to-hand combat as you battle treacherous, metallic cyborgs in the most explosive NES game you can get your hands on!

- 7 levels of programmed adventure—you choose the action!
- State-of-the-art graphics featuring 8-direction scrolling!
- "Anti-gravity" levels force you to fight upside down!
- 8 armed "satellite robots" assist you in battle!

Shatterhand.
It doesn't pull any punches.



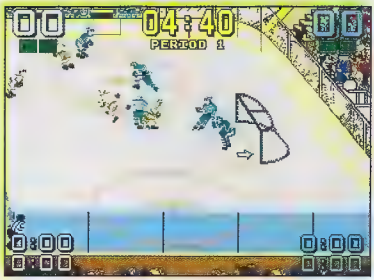
Jaleco ... are trademarks of Jaleco USA Inc. Nintendo ... are registered trademarks of Nintendo of America Inc. 1991





action stops and the screen toggles to a side view of the two brawlers. The hockey game then becomes a boxing game, as players use controller commands to throw and block punches. The loser of the fight is then sent to the penalty box, while the victor gets to lead a power play!

Sega, influenced by the success of *BOS*, created a successor to its solid, but aging, hockey entry, *Great Ice Hockey*. The new game, called *Slap Shot*, included fighting and the variable camera angles that



Sega's *Mario Lemieux Hockey* for the Genesis features a horizontal-scrolling playfield and a large number of strategic options.

were fast becoming standard components in hockey video games.

Nintendo, meanwhile, introduced the forgettable *Ice Hockey*, an old-fashioned-looking game that looked and played more like *Great Ice Hockey* than *Blades of Steel*.

Obviously, none of the hockey video games up to this point were displaying much of an effort toward creating more realism. While football, basketball and, especially, baseball video games competed with one another to see which could add the most stats and special features, up until this point a realistic hockey video game had not been seriously attempted.

And then, suddenly, came three of them!

Superstar Ice Hockey uses the angled side perspective and offers superb graphics. Many players feel it remains the top computer hockey simulation. Rumors persist of an incredible new version for the Super NES, but everyone connected with the project has remained tight-lipped on the subject.

Blades of Steel (Konami) Computer version of the coin-op and NES hit, *BOS* uses large players, multiple camera angles, three difficulty levels, one- or two-player format and is, all in all, a pretty good game. It did introduce, however, one of the major blights on contemporary hockey simulations: Not only did *BOS* introduce fighting (when a fight erupts, all action stops and the game turns into a side-view punch out), but the developers actually worked out a method for rewarding it! The loser of the fracas is banished to the penalty box, where he must watch the victor lead a power play! Sending a player to the sin bin for losing a fight is one of the most ludicrous and unrealistic notions in the history of sports simulation. There is no question that fights occur and that intimidation is a factor in hockey, but to attempt to simulate this subtle effect in such a crude manner is an insult to the sport it intends to recreate.

With the exception of the fighting, this is very much the hockey version of Konami's round-ball hit, *Double Dribble*.

Wayne Gretzky Hockey (Bethesda) One of the premiere strategy sports simulations, it allows the user to either just coach or coach and control an on-ice player simultaneously. Uses primarily a top/down perspective, which takes some getting used to due to the small size of the fast-moving skaters, but alternates during the now-obligatory fight scenes when we see the action up close on the big-screen, overhead monitor. Better as a strategy game than as an action game, but a strong entry in either case. A nice touch: The ice starts out pristine but picks up gashes and scratches as the game progresses.

Wayne Gretzky Hockey 2 (Bethesda) This program is more like a tool for NHL coaches than a truly satisfying computer game. First off, the graphics once again use tiny figures seen from a top/down perspective, and it takes hours of play before teams can be easily distinguished. However, from a strategic point of view, you can't do better.

Powerplay Hockey: U.S.A. vs. U.S.S.R. (Electronic Arts) A good, solid simulation that sort of blended into the background when it was released within months of *Wayne Gretzky Hockey*, *Blades of Steel* and *Face Off*. Nothing special, but it has a few nice features. A bit of a disappointment, as it was codeveloped by sports veteran Mark Madland.

Face Off (Gamestar) This was a promising game marred by several annoying flaws, many of which also appeared in *Blades of Steel*. Developed by Mindspan Corp., it blends large players with a steeply inclined view of the ice, a horizontally scrolling rink three screens wide. Players can opt to coach or play, and there's a

MIND CONTROL...

let your imagination rule the screen



AEGIS

VISIONARY

Enjoy playing computer adventure games? Think about the thrill of creating them! Your own Magicians, Monsters, Heroes... as many games as you can imagine. Create your adventure in plain English, even sell your adventure games—you don't need Aegis Visionary to run your games once they are finished.

IN THE BEGINNING...

Hold Everything!
Now Aegis Visionary can make you a top game developer overnight. Feel the thrill of creating your own adventure games. Aegis Visionary makes all this possible now with a revolutionary, powerful, easy-to-use new language that anyone can use. With Aegis Visionary, the Universe is yours!

You know you have it in you.
You've always felt you could design incredible adventure games, even better than some you bought. Aegis Visionary is much easier to use than standard programming languages.

This program was designed specifically for the creation of text, sound, and animated graphic adventure games. Visionary has a memory-efficient high-speed compiler and fully interactive debugger. With Aegis Visionary, you do not need to know the nitty-gritty details of how the system works. You can concentrate on the creative process of writing your adventure games. Aegis Visionary's language is designed to be as much like English as possible.

Superior Graphic Support
Aegis Visionary offers more than 20 commands just for setting up graphic screens, rendering images into those screens, and providing special effects and user interaction. The program provides a number of facilities for color cycling, fades and wipes for professional transitions from screen to screen.

Your games can have:
65,000 rooms with 32 attributes per room
65,000 objects including non-playing characters who can interact with players
32 attributes per object
65,000 subroutines
65,000 ACTION blocks
128,000 variables

Plus:
Stereo sound
25 IFF graphic screen buffers
25 IFF sound buffers
50 IFF on-screen graphic gadgets per screen
50 prepositions (user declared)
10 articles (user declared)
70 powerful programming commands
19 mathematical operations
Redefinable function keys
Larger-than-page scrolling
Instant image blitting
Speech output
Comprehensive user's manual

Aegis Visionary supports:
Total mouse-driven adventure games
HAM (Aegis SpectraColor)
Standard IFF Images
Amiga IFF-ANIM format
Aegis AudioMaster III sequenced sound
MED/MIDI Music
NTSC/PAL compatible

Commodore-Amiga Inc. Aegis SpectraColor and Aegis AudioMaster III are trademarks of Oxxi, Inc.

Made in U.S.A. CIRCLE #153 ON READER SERVICE CARD.

Oxxi inc.
Post Office Box 90309
Long Beach, CA 90809-0309 U.S.A.
Phone (213) 427-1227 • FAX (213) 427-0971

THE YOUNG TURKS

The three games that redefined the state of hockey video games are *NHL Hockey* (Electronic Arts for the Genesis), *TV Sports: Hockey* (NEC for the TurboGrafx-16) and *Mario Lemieux Hockey* (Sega for the Genesis). It's tough to pick a clear-cut winner among this triumvirate, but *TV Sports: Hockey*, running as it does on a system that is not up to the technological muscle of the Genesis, is probably the weakest of the three strong games. Cinemaware created this great-looking, vertically scrolling hockey game that is a blast to play, has some excellent frills and only occasionally suffers from visual blips, such as flickering.

Whether you'll prefer the *NHL* or *Mario Lemieux* brand of hockey depends on several factors. One is the all-important philosophical issue of vertical vs. horizontal scrolling. This differs between gamers who are oriented toward hockey from the perspective of TV viewer or hockey player. When you only watch hockey, the movement is horizontal, with the occasional trick shot using on-ice or overhead views. When you play hockey, it is vertical, skating up and down a long, thin rink. The question is also true in football and often determines which of several excellent games a particular gamer prefers.

The other issue is strategy. *NHL Hockey*, created by Park Place, the same brilliant development team that gave the world *John Madden Football*, is not heavily into statistics and ratings, despite the fact that they're using real NHL teams and player numbers (in other words, if you're playing with the L.A. Kings and #99 gets the puck, make sure he gets a shot off). The stat underpinnings are mostly invisible; this is a plug-it-in-and-play game, heavy on visual impact (the light and siren going off behind the net when a goal is scored always gets a pop out of me—at least when my team scores it). There are several firsts, including having the net come off its stanchions due to contact by skaters. The audio effects are brilliant; the crowd boos and cheers at just the right moments, and the sounds of a hard, rubber puck hitting a wooden stick blade were never more accurately reproduced. From a visceral point of view, *NHL Hockey* is the hottest ice action around.

Action fans with a deep hunger for statistical and coaching input, however, may be swept away by *Mario Lemieux Hockey*, with its playing flexibility and special attractions, such as a two-player "shootout" feature that allows a skater to take a free shot on goal from the blue line. Sega was obviously intent on not being upstaged by EA and Park Place,

gimmick called a "shot cam" that gives us a behind-the-shooter, on-ice view whenever a player prepares to take a shot on goal. The problem is, as in the Konami games which also use this process, the only visible players in the "shot cam" mode are the shooter and the goalie; all other players—even if they were standing in front of the net when the scene switched—disappear. *Face Off* also apes *Blades'* fighting feature, with the loser sitting out a penalty for failing to clean his opponent's clock.

The main problem, however, are the poor graphics on the IBM PC version; the screen refreshes take so long the game flickers terribly. The C-64/128 version is much better.

Skate Wars (UBI Soft) Futuristic variation on ice hockey, with goals, skating and lots of brutal action. Sort of a cross between the movie *Rollerball* and the old Freddie Shero Flyers. Not exactly hockey, but what the heck....

VIDEO GAMES

Ice Hockey (Activision for the Atari 2600) Top/down, nonscrolling, arcade-style hockey game with one goalie and only two skaters on each team; but it was still a blast. Great fun from the fertile mind of Al Miller.

Hockey (Magnavox for the Odyssey²) Very entertaining game used full, six-man teams and offered what were, at the time, very impressive graphics. The rink, being both square and unzoned, however, was a trifle untraditional, and it didn't look as awesome as the Intellivision game mentioned below; but it was a lot more fun. No solitaire version.

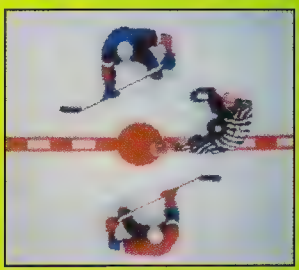
NHL Hockey (Mattel for the Intellivision) This was the first hockey simulation that really turned on puck fanciers, but it was something of a disappointment. It employed the traditional angled side view, but the lack of scrolling overly compressed the action. It had three skaters and one goalie per side, and no solitaire version.

Great Ice Hockey (Sega for the SMS) Probably the best entry in Sega's otherwise forgettable "Great Sports" series. Horizontally scrolling, top/down view used large players, so it wasn't hard to follow the action, as is often the case in top/down hockey games.

Blades of Steel (Konami for the NES) In its day, this was the top dog on the NES block. Designed by the high-flying *Double Dribble* development team, it offered several "camera" angles (even if the on-ice angles did eliminate everyone but the shooter and goalie), and it introduced the rather novel idea that losing fights should result in serving penalty time. It didn't have very much to do with hockey, but people seemed to like it.

Ice Hockey (Nintendo for the NES) *Ice Hockey* wasn't a bad game, but it was just completely overshadowed by *Blades of Steel*, which





TV Sports: Hockey **lives up to the tradition of the *TV Sports* line, containing true-to-life details.**

as *Joe Montana Football* was by *John Madden Football* last year. Rumor has it that one of the true geniuses in the sports simulation world, Ed Ringler, was brought in by Sega for this project; and the early version we saw certainly seemed to bear the Ringler stamp.





Lemieux is a horizontal scroller, sort of like a '90s version of *Superstar Ice Hockey* (see Computerizing the Ice), with plenty of ratings and records to appeal to the more cerebrally oriented hockey expert.

Speaking of *Superstar Ice Hockey*, unconfirmed rumors have an American publisher teaming with Ringler on an ice hockey game for the Super NES based on the original classic. Details to come!

Another new arrival we may eventually see is an NEC hockey simulation for the PC Engine called *Hit the Ice*, which has drawn good notices overseas.

So, hockey buffs, delight! While developers still haven't figured out how to integrate fighting into the program in a meaningful way, today's ice hockey games are legitimate simulations, rather than just arcade games loosely based on the sport.



Less-skilled players can choose the "easy rules" option in *TV Sports: Hockey*, which simplifies the game by eliminating offsides and icing calls.

was released almost simultaneously. The game's visual presentation harkened back to the era of mixing top/down (the ice) and side views (the players), giving it an old-fashioned look. Nothing special.

Slap Shot (Sega for the SMS) Sega's attempt to do a *Blades of Steel*-type hockey game for the SMS with multiple camera angles. Not especially memorable, but it had some nice graphics.

TV Sports: Hockey (NEC for the TurboGrafx-16)

Excellent hockey simulation from Cinemaware for the TG-16. Superb graphics, excellent angled top/down animation, multiple camera views and all the usual frills you'd expect in a *TV Sports* series entry. One of the very best hockey video games. But it does flicker.

NHL Hockey (Electronic Arts for the Genesis) Spectacular hockey simulation from Park Place (creators of last year's number-one electronic sports game, *John Madden Football* for the Genesis) that not only has the virtue of incredible sound effects (the timing of the cheers and catcalls, the slap of a puck on the stick blade and the scoring siren are all perfect) and superb animation of first-rate graphics, but also carries the NHL's imprimatur, so you get to play with the Rangers, Kings, 'Leafs, etc. The game uses vertical scrolling with a sophisticated, but easy-to-learn, game interface.

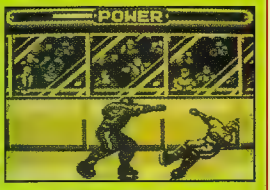
The game also has fights (sigh), but at least a loss doesn't cost the team a penalty. *Hot, hot, hot!*

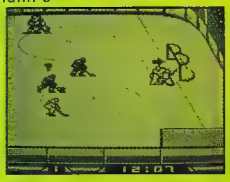
Mario Lemieux Hockey (Sega for the Genesis) Sega is promoting this game with the clever tag line, "The REAL Super Mario comes to Genesis," but, considering Sega's past record for signing celebrities, Lemieux will probably decide to rest his battered body and become a talk-show host in Montreal. This action-simulation features a horizontal-scrolling playfield and a large number of strategic options. Strong entry that stat fans may actually prefer to *NHL Hockey*.

HANDHELDS

Blades of Steel (Konami/Ultra for the Game Boy) Konami's Game Boy version that outshines the popular NES title. This is the first hockey title for any of the portable systems. A new programming technique allows this game to have very fast action while keeping the screen blur to a minimum.

Hockey (Atari for the Lynx) Angled, side-scrolling hockey game, with fights. The graphics in the early version we saw looked promising—and such an original title, too!





***Blades of Steel*, by Konami, for the Game Boy.**

HOLY HOLOGRAM!

TIME TRAVELER MAKES THE ARCADE SCENE

It's all done with mirrors—That decades-old cliche has been the generic explanation from know-it-alls everywhere to explain visual incongruities ranging from the simplest card tricks to those heavily hyped stunts where magicians clad in gold lamé jumpsuits make everything from elephants to entire city blocks "disappear" on TV.

However, in the case of *Time Traveler*, Sega's hot new arcade coin-op in which three-dimensional game characters caper about on a blackened stage in a manner reminiscent of true holograms, the know-it-all is right. One of the arcade-game industry's most breathtaking new technologies produces its startling illusion by reflecting the images from a conventional TV set onto a specially produced mirrored surface, which, in turn, reproduces those images onto three-dimensional space.

THE STORY OF TIME TRAVELER

For those not familiar with *Time Traveler*, the single player is cast as "Marshal Gram" (Gram, get it? I wouldn't be surprised if his nickname is "Hollow"), a lawman from the old American West. He has been summoned through time and space by the beautiful princess Kyi-La to serve as her paladin, battling the minions of the evil Vulcor up and down the corridors of temporal reality. Along the way, Gram must use his trusty side arm against cavemen, knights, cowboys, ninja warriors and even sociopathic punk rockers from the future. From the prehistoric epoch to the 26th century, the true-blue marshal battles the forces of villainy to rescue the princess and, incidentally, save the universe.

Time Traveler is not, however, a true hologram game. A true holographic image can be viewed from 360 degrees. If the viewers observe the hologram straight on, they will see its front. If the onlookers move to the sides or rear, they will observe the hologram from those points of view. In the case of the Sega hologram, the figures appear head-on from all perspectives. However, this did not stop Sega from trademarking not only the term "Hologame" but "Hologram" as well! When this reporter expressed amazement that a technology which has been widely discussed and under development for decades could be trademarked for a process that does not even qualify as true holography, Sega Enterprises, Inc.'s USA president, Tom Petit, simply responded, "It was available."

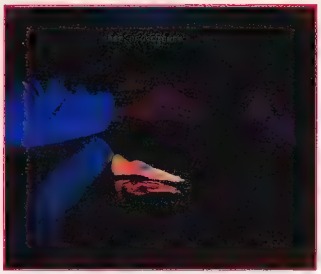
He was also willing to concede that, within a decade, Sega could make more money sublicensing the use of its "Hologram" trademark than it might through its games!

ORIGINS OF THE HOLOGAME

According to *RePlay* magazine, the bible of the coin-op industry, inventor/visionary Rick Dyer saw a story in the February 1990 issue of that magazine about something called the "Del Vision Micro-Theater" being developed by With Design in Mind, from Chatsworth, California. The two groups quickly put together Hologram Ventures and snatched up exclusive rights to the technology for coin-op amusement purposes.

The actual process used to create *Time Traveler* seems amazingly simple. Filmed footage of actors, enhanced by computer special effects, is stored on a laser-disc player, which is, in turn, run on a Sony Trinatron. The image from the Sony is then projected onto the parabolic mirror and up onto the playfield stage.





Sega's *Time Traveler* creates the hologram effect by projecting the video image from a conventional TV set onto a specially produced mirrored surface.

But the beauty of this system is its flexibility. The images could be generated by CD, through traditional computer, through the TV set and so on. "We're not limited at all," explained Petit. "We can do maze-chases, sports games, anything." The company is currently negotiating to begin the second Hologame project, due in late spring of 1992. While Tom was uncompromisingly tight-lipped on the theme, he did acknowledge that it would be aimed for multiuser play. "It's going to be a two-player game," he assured

BY BILL KUNKEL

us. He also reassured arcade owners that Sega is looking into some type of kit-based technology, in which the expensive components could be reused and transformed into a brand-new Hologame through the installation of new software.

Also, unlike the laser-disc games of a decade ago, including the famous *Dragon's Lair*, the Sega machines do not use off-the-shelf commercial machines. Today's industrial laser discs are tough machines and have been tested in coin-ops with very few problems since the late '80s.



WHAT TIME TRAVELER COULD MEAN

The true significance of *Time Traveler* may be its delightful novelty. For years, arcades have suffered because the games they offered were not sufficiently superior to what players could get at home on their video and computer games. Games like *Time Traveler* create interest among game hobbyists. They become curious and have to see them for themselves. In other words, they leave the house and go to the local arcade. That has proven to be the tough part for arcade operators in recent years: getting the players off the couch.

Time Traveler does more than that—it takes gamers through time and space by way of a game that would hardly look out of place in a contemporary science fiction film. And that, after all, is what the excitement of gaming is all about.







Don't be surprised if your blackjack dealer is replaced by a pretty hologram. Sega has two hologram coin-op card games in the works: *Royal Club* and *Exciting Black Jack*

STATE-OF-THE-ART, COIN-OP STYLE

Although you probably haven't come across any of them, *Time Traveler* is not Sega's only hologram coin-operated amusement. At a recent gambling-oriented coin-op expo, Sega showed American operators *Royal Club* and *Exciting Black Jack*. In these contests, five traditional electronic card-game cabinets are linked together beneath a wide screen. The three-dimensional image on the screen consists of a pretty, female dealer standing against a lighted cityscape. She flips the cards down onto a slanted surface in a remarkably realistic illusion and plays against the gamblers at the five card coin-ops.

The system seems to use limited holography or pseudo-holography in combination with mattes—painted sheets of glass that are placed behind one another with distance between them to create the sense of depth.

Even more impressive, however, are the "virtuality" games being produced in Britain, which are being test marketed in Japan and England at prices ranging between $3 and $4 per play.

Virtuality is a twist on virtual reality, in which the players feel they are actually *inside* the game, rather than experiencing it through an on-screen surrogate. Look at it this way: In a traditional computer flight sequence, the player has access to a number of viewpoints, but the views must be summoned up, like camera images, by hitting key buttons. In a "virtuality" contest, the player is fitted with a helmet with TV screens equipped in each eyehole, thereby creating a three-dimensional effect. Furthermore, the helmet is equipped with sensors able to detect the slightest movement of the player's head. If he turns his head to the left, the helmet senses the movement and orders up the appropriate images. Movement in any direction is enough to trigger the sensors and call up new imagery.

Three virtuality coin-ops are already available: a space battle, an auto race and a VTOL jump jet simulator; but the American distributor most likely to obtain U.S. rights is still uncertain as to how best to exhibit the machines—in arcades or in special theme parks.

Wherever these new games end up, however, game fans everywhere are likely to deluge them, as they search for ever-newer, ever-more-spectacular thrills. Cyberspace, here we come!



The Fanzines Keep on Comin'

by Arnie Katz

Electronic-gaming fandom is still in its infancy. The hobby is so young that just about every month brings some ground-breaking event. We've had the first fanzine, the first coedited fanzine, the first fan cartoons, the first use of specialized fan-speak terms (poser—meaning a know-nothing about games).

I got a call last week from *CyberBeat*'s Ed Finkler, informing me that Lance Rice, one of the guys who got fandom rolling two years ago, has blazed another new trail. Lance is GAFIA (Getting Away From It All). He's folded his fanzine, *The Subversive Sprite*, and told all his fan friends that he intends to concentrate on college. Turnover is inevitable, but Lance earns a place in fanzine history as the first major fan to retreat from activity.

A follow-up call by the very same Ed Finkler revealed that Lance had returned to fandom. I guess that the stress of not being a fanzine editor took its toll (only kidding). Look for his inimitable style in upcoming issues of *CyberBeat*. To celebrate Lance Rice's triumphant return, let's look at the fanzines, beginning with the one that may well add his byline.

CyberBeat#3

Mike Ciletti, Ed Finkler, Ed Karp, Adam Query and Russ Robinson
P.O. Box 317
La Jolla, CA 92038
$2.00—Bimonthly
24 pages

The number one fanzine continues to improve every issue. Ed Karp and silent partner (and twin brother) Richard are starting to get the hang of magazine layout, and the latest *CyberBeat* is by far the best-looking one yet. It could still be more cohesive, and there's a little wasted space, but *CB* is a must for anyone who likes fanzines.

Highlights this issue include reports on the June CES by Ed Finkler and Mike Ciletti, fanzine critiques, six pages of excellent video- and computer-game reviews and an article by Ciletti on the future course of fandom. Send this crew $2, and read fandom's finest.

A Short History of the Video Gaming Industry

Ralph W. Linne
8385 Findley Drive
Mentor, OH 44060
$5.00—Special Publication
40 (quarter-size) pages

Many of today's gamers know little about the history of the field prior to the introduction of the Nintendo Entertainment System. This volume attempts to fill the gap with information about all the video-gaming consoles manufactured for U.S. sale since the late 1970s.

The title, *A Short History of the Video Gaming Industry*, is somewhat overambitious. You'll have to look elsewhere for coverage of the software, magazines, tournaments and such, but Ralph's information about the hardware is excellent. He also provides charts, tables and time lines that make all the facts fit together into understandable patterns.

This is the type of project that makes being a fan worthwhile. I'd like to see Ralph write a more ambitious and inclusive version of this informative book, but this one is going on my reference shelf.

MindStorm #1

Aaron Buckner
9474 Fallson Court
Blue Ash, OH 45242
$1.50—Frequent
14 pages

This fanzine represents the merger of three earlier titles—*International Gaming*, *Arena* and *Video Scope*. Matt Porath and Ralph Barbagallo have joined forces with Aaron to produce one of the most interesting and attractive fanzines available. The focus is on video games, but a new column, *The Computer Journal*, suggests broader coverage is in the works for future issues.

Columns by Buckner and Porath lead off an issue that is crammed with news about all the popular cartridge consoles, plenty of reviews, classified ads, a really good letters column and an Aaron Buckner commentary about portable color programmable systems. Some of the writers, especially Porath, need to mellow out a little, but the reviews and analyses are lucid and unflinching. This feisty new fanzine sets a high standard for graphic appeal, and its strong editorial stance should vault it into the top echelon in no time.

ATTENTION FANZINE READERS

The final edition of the Fanzine Readers List is available to any fanzine editor who sends a self-addressed stamped envelope. It's a great way to start your own mailing list of possible subscribers. If you want your name and address included on the list, simply write and ask. In either case, here's the address: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

You can now get the fall Fanzine List from Arnie Katz (see address above), also available by sending a self-addressed stamped envelope. It contains the names, addresses, prices and brief content descriptions of dozens of current electronic-gaming fanzines. If you want to get into this fast-growing hobby, send for the list, and try some sample copies of the ones that sound best.

MEGAGAMING

The biweekly "Voice of Electronic Gaming," produced by Arnie Katz, Bill Kunkel and Joyce Worley, contains news and commentary from a behind-the-scenes perspective. It features reviews of current fanzines and an advice column for novice (and experienced) fanzine editors. For a three-issue trial subscription, send $5 to *Megagaming*, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

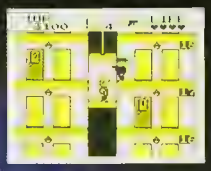
Escalating Excitement!

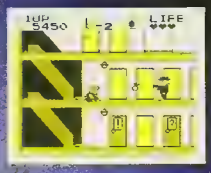
Good afternoon Agent 17. I appreciate your attendance at this meeting on such short notice. This mission is extremely urgent! We would have contacted Slick Macy or James Blonde but we didn't feel either of them could handle such an intense mission. We needed the best and you are our only hope.

The BGI has conceived an aggressive assault plan that greatly endangers our national security. They have loaded all their plans on computer disks which you must retrieve. The building is [illegible] guards, guard dogs, alarm sensors, and some tough robots throughout the building. Using escalators, elevators, and secret chutes will prove to be effective escape routes in a tight squeeze. That's the "ups" and "downs" of the plan.

You'll have to be slick and quick to succeed in this top priority mission. If you let your mind [illegible] you and your [illegible] will be taken [illegible] permanent [illegible]. You'll [illegible]

GAME BOY





Licensed by Nintendo

Official Nintendo Seal of Quality



- FOUR DIFFERENT WEAPONS TO FIND
- OPEN "!" DOORS AND "?" DOORS TO [illegible]
- [illegible]
- [illegible]

TOP SECRET

ELEVATOR Action™

TAITO
THE ONLY GAME IN TOWN

Taito and Elevator Action™ are trademarks of Taito [illegible] Corporation, Nintendo, Nintendo Entertainment System and Game Boy are trademarks of Nintendo of America Inc. © 1991. All Rights Reserved.

CIRCLE #154 ON READER SERVICE CARD.

GAMERS LOVE A MYSTERY

VG&CE'S SURVEY OF MYSTERY, DETECTIVE AND ESPIONAGE GAMES



ILLUSTRATION BY KRISTOPHERE DOE

BY ARNIE KATZ

There's no mystery about the popularity of detective and espionage electronic games. Players love to solve tricky puzzles and put together the big picture from seemingly meaningless fragments. Correlating evidence and unraveling brainteasers are at the core of almost every whodunit.

That's why mystery is the third most common theme for entertainment computer software, trailing only science fiction and fantasy. Even that high ranking is deceptive; it doesn't take a big stretch to claim that almost every adventure and RPG is essentially a detective story. Except for pure space battle and hack-and-slash epics, they all have puzzles, and most require the player-character to search for clues, converse with nonplayer characters to gain information and perform other activities familiar to the mystery lover.

This survey article follows a fairly narrow definition of the mystery category. It covers computer, video and CD-based games in which a character functions as a detective to catch a criminal, or as a crook evading such capture. The hero or heroine doesn't literally have to be a law enforcement officer, only do the work of one.

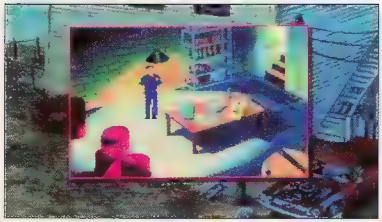
Also included is a second class of game especially common in the cartridge world: the mystery-themed action contest. These contests have characters and situations similar to those found in detective and espionage books and movies, but no actual detection. The crimebuster fights evil physically, instead of following in the footsteps of Sherlock Holmes.

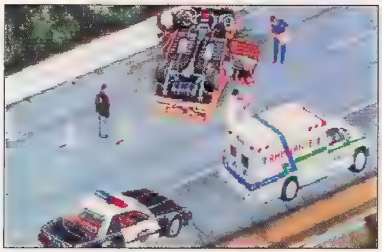
And speaking of Arthur Conan Doyle's consulting detective, let's look at the latest batch of mystery disks and carts: The games are afoot!

DOORWAY TO ADVENTURE

Jim Walls has achieved the same status in mystery adventuring that Roberta Williams already holds in light fantasy; he is the field's master interactive storyteller. The Walls name on an adventure is now an ironclad promise of first-rate gaming, even for highly experienced armchair sleuths.

The former police officer and highway patrolman had little gaming background when he wrote *Police Quest I*, but he immediately showed a complete understanding of detective fiction. Game by game, Walls has learned how to fill his adventures with maximum realism while introducing increasingly user-friendly play-systems.





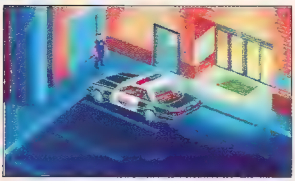
Police Quest 3: The Kindred (Sierra On-Line for the IBM PC) is topnotch Walls, and a major advance over the award-winning *PQ 2*. Elimination of the parser has freed the author's creativity. The latest chapter starts with the brutal, ritual murder of Detective Sonny Bonds' wife, shown in stark, multiple-perspective style, and continues through an investigation packed with so much authentic detail that you'll feel like a forensics expert by the time Sonny stops Jesse Bains' brother's homicidal rampage.

Digitized live actors and a soundtrack crafted by Jan Hammer of *Miami Vice* fame help create the sounds of a believable, grimly real world. The player feels the emotional impact of the crimes, which makes stopping the slaughter seem like a job worth doing.

The identikit module is practically a game in itself. The player can make composite drawings from witnesses' accounts, and then use these pictures to confirm the perp's identity.

Police Quest 3 is the best police procedural program available for home computers.

Les Manley has recovered from the events described in *Les Manley in: Search for the King*, but his vacation turns sour when he becomes *Lost in L.A.* (Accolade for the IBM PC). Les goes to the "City of Angels" to see some friends, but, instead, becomes enmeshed in trying to rescue kidnapped Hollywood stars.



Police Quest 3: The Kindred, contains an identikit module that allows gamers to create composite drawings from witnesses' accounts.

The VGA graphics incorporate elaborate painted backgrounds and characters digitized from real actors and actresses for high visual impact. The sound effects are also digitized, and there is some digitized speech as well. The best news, from a technical standpoint, is that Accolade junked the cumbersome parser of *Search* in favor of a point-and-click control that



A missing rock 'n' roll idol is the focus of the quest in Accolade's *Les Manley in: Search for the King.*







Top and bottom: *Les Manley in: Search for the King* was successful in combining humor with mystery. Right: In *Les Manley in: Lost in L.A.* gamers must keep Les from falling victim to the temptations of the Southern California lifestyle.



makes *Lost in L.A.* a vast improvement over the original game.

Tex Murphy, the hero of *Mean Streets*, also has a brand-new assignment: He returns as the star of *The Martian Memorandum* (Access Software for the IBM PC). The world of 2039 isn't any calmer now than it was during Tex's previous case, and his new assignment takes him from his San Francisco base to the furthest reaches of Mankind's outer-space domain.

Full-motion video, a first for disk-based software, gives *The Martian Memorandum* a special look that distinguishes it from all previous adventures. Humor mixes with sex and violence as the 21st-century gumshoe tries to solve a mystery that takes him from Earth's corporate towers to an ancient temple on Mars.

MIND OVER MALEFACTORS

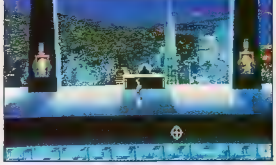
Sherlock Holmes, Consulting Detective (NEC for the TG-16 with CD) is a fairly faithful adaptation of a strategy game that has entertained tabletop gamers for several years. The CD product includes three cases set in Victorian London fit to test the abilities of anyone who wants to wear the mantle of Arthur Conan Doyle's supersleuth.

Over 50 nonplayer characters provide valuable information or red herrings, and it's up to the would-be master detective to separate valuable leads from false trails. Icons operate features, such as a London street map, a directory of locations and a clue-filled replica of the 19th-century *London Times*.

ICOM Simulations, the development house for *Sherlock Holmes, Consulting Detective*, cast 35 actors in speaking roles and constructed 25 period sets for the game. Though the dramatics are somewhat wooden, the digitized images truly convey the look and feel of the world in which Holmes worked his seeming miracles of deductive reasoning.

The fifth and latest episode in the career of home computing's most celebrated original character is *Where in America's Past Is Carmen Sandiego?* (Brøderbund for the IBM PC). As entertaining as it is informative, this is a painless way to learn a lot about American history, while tracking down the slippery Queen of Crime and her 15 new henchmen.

The player can travel to 45 different locations in nine time periods that span 400 years of American history. Digitized artwork includes portraits of Abraham Lincoln and Martin Luther King Jr.,



Martian Memorandum's full-motion video gives the game a special look that distinguishes it from previous adventures.

MYSTERY-THEMED ACTION GAMES

Video and computer games often use the atmosphere of mystery and suspense without the substance. There are no clues or logical deductions, but the action symbolizes crime fighting or espionage.

There are so many mystery-action games, in fact, that it would be impossible to list them all. Here's a brief rundown of the most notable:

Batman (Sunsoft for the Genesis and NES) In a plot derived from the hit movie, the Caped Crusader kicks and punches his way through the crime-infested streets of Gotham City. Major goals in this side-perspective climbing-and-jumping fest include rescuing Vicki Vale and capturing the clown prince of crime, the Joker.

Beverly Hills Cop (Box Office for the IBM PC) Linked action sequences utilize the characters from the Eddie Murphy movies in an original plot that explains what happened between the two appearances on the silver screen. Implementation is choppy, but the driving games are fairly unusual.

Crime Wave (Access for the IBM PC) Incredible graphics highlight this multiscreen shoot-'em-up in which the player blasts away as a one-man vigilante squad bent on freeing the cities from organized crime.

Dick Tracy (Bandai for the NES) Chester Gould's comic-strip hero, recently portrayed on film by Warren Beatty, must stop the crime wave of Big Boy Caprice by catching the top thug's lieutenants and then going after the kingpin himself in this multiphase action contest.

Dick Tracy (Sega for the Genesis) Unusual perspectives and excellent artwork enliven this extremely close adaptation of the Beatty movie. This is a completely different product from the Bandai NES title previously described. (A computer version of Dick Tracy is in development at Disney Software.)

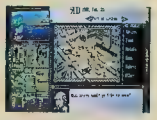
James Bond: Licence to Kill (Brøderbund for personal computers and Tengen for the NES) This action game, designed by Domark of the U.K., translates the movie of the same title into a series of arcade-style contests. Included are helicopter flying, swimming, water skiing and low-level flying in a crop duster.

Real World Adventure.

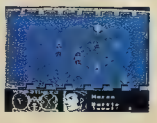
UNCHARTED WATERS™



PC Version
- 640K
- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support



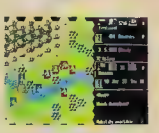
NES Version
- 5 Meg Cartridge
- 128K RAM
- Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



High seas adventure and intrigue will guide you through this newest role-playing game from Koei. As a young Portuguese captain in 16th century Europe, you must rescue damsels in distress, accumulate massive amounts of wealth, and restore your family honor. As your sailing skill increases, others seek you out for more important and dangerous missions. Explore UNCHARTED WATERS, you'll discover a motley crew of thugs, villains and scallywags in some of the world's most exotic ports. Your greatest adventure will be to rescue the King's beautiful daughter. Scceed, and his Royal Highness will reward you handsomely!

L'EMPEREUR™

The battlefield becomes your passport to adventure and world domination as you assume the role of Napoleon Bonaparte. With the French revolution over, you must first gain control of France and than use your new power to conquer all of Europe. You must rule with fairness and diplomacy if you are to continue to build the empire you desire. As you become Master of those around you, men fall to their demise by your command and citizens flock to your side as you charge into battle. For, to play L'EMPEREUR, it is not enough to win a battle, you must also win the war!



PC Version
- 640K
- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support



NES Version
- 3 Meg Cartridge
- 128K RAM
- Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



WE SUPPLY THE PAST, YOU MAKE THE HISTORY



Romance Of The Three Kingdoms



Romance Of The Three Kingdoms II



Nobunaga's Ambition



Nobunaga's Ambition II



Genghis Khan



Bandit Kings Of Ancient China

LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

AdLib SOUND

KOEI

KOEI CORPORATION One Bay Plaza, Suite 540 1350 Bayshore Highway, Burlingame, CA 94010 (415)348-0500

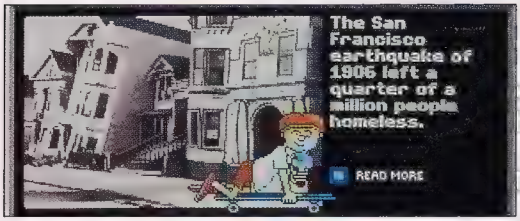
Nintendo, Nintendo Entertainment System and the official seal are the trademarks of Nintendo of America, Inc.
All games are available for Nintendo Entertainment System™, PC compatible computers, Amiga and Macintosh.

CIRCLE #174 ON READER SERVICE CARD.





Brøderbund's *Where Is Carmen Sandiego?* series has become the most successful "educational entertainment" series, due to its very strong game element.



Western paintings by Frederic Remington and a photo of a space shuttle.

Where in America's Past Is Carmen Sandiego? comes with *What Happened When*, a 1,300-word chronology book. This portable encyclopedia contains information about milestones in American science, art, music, theater, philosophy, sports, fashion, folkways, religion and politics that dovetails with the facts players learn effortlessly in the course of capturing Ms. Sandiego.

Perhaps the series will eventually run out of steam, but *Where in America's Past Is Carmen Sandiego?* is the best in the series so far.

MYSTERIES FROM THE MOVIES

The Godfather: The Action Game (U.S. Gold for the Amiga and IBM PC) strings together multiple-level, real-time sequences suggested by the popular Mario Puzo novel and Francis Ford Coppola film.

The goal for the player is to help the Corleone family maintain and increase its power while fending off the attacks of jealous rival crime families. The action starts in the alleys of Depression-era New York City and carries the player to exotic places like Las Vegas in the 1950s, Havana in the 1960s and Hyman Roth's Florida villa in the 1970s.

The game's icon control system allows the character to do more than just run and shoot, though gunplay is certainly a major feature. Digitized sound effects, detailed background illustrations, dramatic cut scenes and the splendor of VGA await computerists who are willing to take a walk on the wrong side of the law.

Dirty Harry Callahan leaps from movieland to the gaming screen in *Dirty Harry* (Mindscape for the NES). The action format is appropriate for this tough cop who thinks with his fists and .44-caliber Magnum, in preference to his brain. From the sewers and alleys of San Francisco to the final showdown with the drug boss on Alcatraz, there's enough frenetic fighting to make any video gamer's day.

Coming soon is *Hudson Hawk* (Sony Imagesoft for the NES and Game Boy), a three-level action quest in which the gamer becomes a nimble cat burglar. Based on the 1991 Bruce Willis action flick, the game sends the stealthy thief on a mission to steal valuable artifacts. Action consists of crawling down shafts, exploring tunnels and cracking the safes that hold the valuables.

Fans of the Caped Crusader, on film and/or in comic books, will find there is plenty to get excited about in *Batman II* (Sunsoft for the NES), a visually stunning side-scroller that absolutely maximizes the technological potential of the NES.

The Lone Ranger (Konami for the NES) Most mystery games take place in the present or future, but this one uses a colorful Wild West locale. The Lone Ranger must rescue the President of the United States from the clutches of his longtime nemesis Butch Cavendish. The masked man travels from town to town, questioning townspeople for clues to the whereabouts of Cavendish and his prisoner. There's plenty of action in this adventure, too, and the Lone Ranger must use guns and fists to bring law to the savage frontier.

Narc (Acclaim for the NES) International drug rings are the target in this home translation of a popular coin-op action contest. The head-to-head, two-player mode creates intense street fighting action.

Operation Cleanstreets (Brøderbund for personal computers) Cleanstreets Harry can't sit by and watch crime devour his city, so he fights it one punk at a time in this action contest. It's side-perspective, hand-to-hand combat in an atmospheric urban setting.

RoboCop and ***RoboCop 2*** (Data East for the NES and personal computers) Fast-action crime fighting is the main attraction of these arcade-style programs based on the hit movies. They're both side-perspective, jumping and shooting games.

Security Alert (Intracorp for personal computers) This one turns the player into a criminal who must penetrate sophisticated protective devices to steal the booty from under the nose of the authorities. It is basically an action game, but a secondary screen adds a lot of strategy when it comes to actually opening safes.

Spy's Demise and ***The Spy Strikes Back*** (Polarware for personal computers) Overhead perspective, multiroom shooters, with frenetic action balanced by the variety of situations that comprise the player's quest to catch the nefarious Shadow.

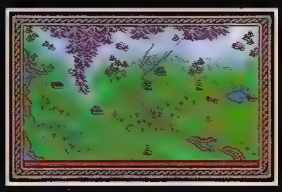
Spy vs. Spy and ***Spy vs. Spy II*** (First Star Software for personal computers) The dual playfields, simultaneous joystick-activated control and the Trapulator make these unique play experiences.

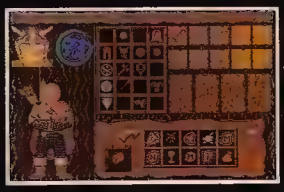
The Untouchables (Ocean for personal computers) An assault on an illegal liquor warehouse is one of five action segments in this licensed computer game based on the 1989 motion picture.

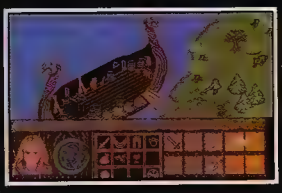
Dusk of the Gods

ENTER THE HALLS OF VAHALLA...









IBM 256 Color screens

BECOME ONE OF ODIN'S CHAMPIONS, TRAVEL THROUGHOUT ALL THE REALMS OF CREATION, AND ATTEMPT TO CHANGE THE COURSE OF FATE. QUEST FOR KNOWLEDGE AND ALTER EVENTS SO THE GODS MAY DEFEAT THE MINIONS OF LOKE AT THE BATTLE OF RAGNOROK.

- HISTORICALLY ACCURATE WORLD OF VIKING MYTHOLOGY.
  including the realms of Midgard, Asgard, Jotunheim, and more
- STUNNING 256 VGA GRAPHICS
  Also support EGA and Tandy 16 color
- DYNAMIC MUSIC SCORE AND SOUND EFFECTS
  supports Ad-Lib™, Sound Blaster ™ and Roland ™ MT-32/LAPC-1
- USER FRIENDLY "POINT-N-CLICK" GRAPHIC INTERFACE
  Keyboard, Joystick and Mouse supported

interstel corporation

AND

Event Horizon Software, Inc.
825 Western Ave. Jeannette, PA 15644

For More Information Call (713) 946-7676

CIRCLE #111 ON READER SERVICE CARD.



The Godfather: The Action Game, by U.S. Gold, strings together multiple-level, real-time sequences suggested by the popular Puzo novel and Coppola film.

OF CRIMES TO COME

It doesn't take a crystal ball to know that 1992 is going to be a banner year for electronic crime-solvers. Mysteries are definitely in fashion, and major publishers are lining up an impressive array of detective and espionage titles for the coming year.

Some of the most interesting are:

• *The Champions* (Konami)

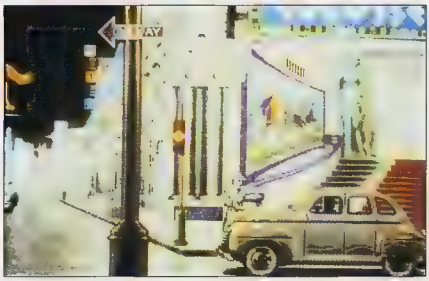
Superheroic, crime-fighting RPG based on the outstanding nonelectronic game.

• *Return of Batman* (Konami)

There'll be both a video cartridge and a computer game based on the much-anticipated sequel to the movie *Batman*.

• *Codename: Iceman II* (Sierra On-Line)

No specifics on Jim Walls' second spy saga, but the further adventures of Johnny Westland figure to be even more exciting than the first chapter.



• *The Dagger of Amon-Ra* (Sierra-On Line)

Roberta Williams' amateur detective, Laura Bow, first introduced in *The Colonel's Bequest*, tracks a killer who has stolen a priceless Egyptian artifact.

• *The Godfather: The Adventure* (U.S. Gold)

This is still in the early stages of development, but the publisher promises a full-dress adventure, featuring role-playing elements with close ties to the famous book and movie.

Of course, there'll be plenty of other outstanding disks and cartridges to test gamers' reasoning and investigative abilities. VG&CE will be hot on the trail to ferret out the best ones.

The 1991 Mystery, Detective and Suspense Gameography

This is the roll call of the great mystery, detective and suspense games of the past. While it is undoubtedly not complete—there are so many games with a hint of sleuthing that it would be impossible to ferret out all of them—it is the most extensive compilation of its type ever published in a video- and computer-gaming magazine.

221B Baker Street (DataSoft) This is the electronic edition of the family-social board game based on the adventures of Sherlock Holmes. There are also case disks that mate with the original game.

Air Wave Adventure (Tiger Media) This CD mystery uses the tremendously increased memory capacity to present a far more complex and extensive detective story than has been possible on conventional computers and video-game systems. The excellent artwork pulls the player right into the 1930s world that forms the setting for this exciting, yet mind-stretching contest.

Amnesia (Electronic Arts) Outstanding writer Thomas N. Disch wrote this detailed text adventure in which the hero must prove his innocence in a murder case while piercing the mists that hide his own identity. Some great writing almost makes the player forget the absence of illustrations.

B.A.T. (UBI Soft) Bio implants and other futuristic equipment help the agent of the Bureau of Astral Troubleshooters overcome the menace of Vrangor on the planet Selenia in the 23rd century. An excellent flight simulator enlivens the hero's travels across the planet in search of Vrangor and his minions.

Batman: The Caped Crusader (Data East) The Dark Knight detective stars in this two-stage escapade. Batman must thwart the Penguin's plan to conquer the world with robots, then rescue Robin from the Joker's captivity.

Blade Hunter: Rise of the Dragon (Dynamix) This 21st-century detective yarn blends point-and-click adventuring with a pair of horizontally scrolling action sequences. As Blade Hunter, a former policeman, the gamer struggles to overcome a crime cartel of the future and prevent the Dragon from returning to enslave mankind.

Borrowed Time (Mediagenic) This illustrated text adventure by Interplay Productions and Subway Software is a hardboiled detective thriller starring 1930s sleuth Sam Harlow. The multi-pathed plot creates a network of evil-doing that only the two-fisted Harlow can stop. (Republished by Virgin as *Time to Die*.)

Clue: Master Detective (Virgin Games) Parker Brothers' classic detective board game is even more fun in its electronic edition, because sound and animated graphics bring the familiar suspects to life. Lots of good options, including both head-to-head and solitaire (versus the computer) play.

Codename: Iceman (Sierra On-Line) Secret agent Johnny Westland uses an attack sub, a diving bell and scuba gear to penetrate a hostile Middle Eastern nation and liberate a kidnap victim. Jim "Police Quest" Walls shows he is equally deft with a spy story.

The Colonel's Bequest (Sierra On-Line) Roberta Williams' female sleuth, Laura Bow, tackles her first case, a murder on the bayou in the late 1920s in this brainteasing, animated graphics adventure. Roberta shows her mastery extends beyond fantasy in this tense tale in which the detective must catch the criminal or become his next victim!

Conspiracy: The Deadlock File (Accolade) Digitized illustrations enhance this gritty detective adventure about a crime stopper who must catch the killer of a CIA agent and stop a worldwide takeover in a single day.

Countdown (Access) This point-and-click adventure boasts beautiful illustrations, as well as some distinctive plot twists. Only

continued on page 164

Danger... Romance... Excitement...!

An Exhilarating Fast Paced Interactive Mystery **Guaranteed to Entertain You!**

EXPERIENCE THE POWER OF FULL MOTION VIDEO AND SOUND



TEX MURPHY
Private Investigator

MARTIAN memorandum

THURSDAY
SEPTEMBER
8
SEPT. 2039

New Case:
- MARSHALL ALEXANDER
- DAUGHTER MISSING
- MINING ON MARS

I DON'T TRUST HIM!

251 THURSDAY SEPT 8 114



- The **FIRST EVER** Multimedia Entertainment Product
- Fully Animated **TALKING** Characters
- **INTRIGUING** Story Line
- **IN DEPTH** Character Development
- On Demand **HINT SCREENS**
- Rich **MUSICAL SCORE** - Digitized Sound Effects
- Supports **ALL** Major Sound Boards
- The Most Vivid, **LIFELIKE GRAPHICS** Ever Seen
- A Humorous, Thrilling Adventure With A **KNOCKOUT ENDING!**

MARTIAN MEMORANDUM
is now available at your local Dealer or CALL 1-800-800-4880 to order now.

ACCESS SOFTWARE

4910 W. Amelia Earhart Drive, Salt Lake City, Utah 84116

CIRCLE #175 ON READER SERVICE CARD.



HOLIDAY DREAMS

IF I WERE COMMISSIONER OF GAMING...

by Arnie Katz

Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month, his column takes readers inside the world of video and computer games. This month, Arnie celebrates the new year with an outline for progress in the industry.

They call me "Mr. Computer Entertainment," but this time I feel more like my longtime sidekick, the Game Doctor. That's because I want to offer a prescription. No, not "play two carts and call me in the morning." Doc's had that racket sewn up for 11 years, and the software sawbones doesn't treat upstart practitioners lightly. This is a prescription for the health of electronic gaming.

Baseball has a commissioner, broadcasting has a chairman of the FCC, but electronic gaming has no such ombudsman. Maybe this is a good thing. The free market has its ups and downs, but I believe it operates in the interest of consumers in the long run. (If you don't believe me, ask Bush—or Gorbachev.)

Yet sometimes, as I rove the gaming world for VG&CE, I feel an overwhelming desire to cut through red tape and short-term rivalries to help the field achieve mass popularity. An actual Commissioner of Electronic Gaming wouldn't have much real power, but, like the Commissioner of Baseball, he or she would have the prestige to foster consensus on major issues and lead the industry into activities likely to spread the hobby's gospel.



Unless you're still suffering the aftereffects of holiday cheer, it's probably obvious that the electronic-gaming industry is not going to name me —or anyone else—commissioner.

In lieu of the power of office, let me exercise the power of the press by offering a few suggestions for the industry for the coming year. If fate somehow did make me Commissioner of Electronic Gaming, this would be my "State of the Hobby" platform:

•Establish a National Electronic Gaming Show & Convention—A previous installment of *Inside Gaming* advocated a combined consumer/trade expo, so I won't recapitulate the benefits of such an event. I've received a lot of positive feedback, but it's going to take top-level cooperation among manufacturers and rank-and-file gamers to make it happen.

•Redefine specifications for the Multimedia Personal Computer—Hardware standardization is crucial for both computer and multimedia gaming, so the formation of the Multimedia PC Marketing Council (MPCMC) is a very positive step. So far, implementation has lagged somewhat behind concept. The current guidelines promote a slow and underpowered IBM PC-compatible machine. At the least, the MPCMC needs to set its sights on the 386, 33 MHz units that dominate the market now. Anything else means taking a step back in power and speed just as we take a step forward in sound

A GAME IN EVERY SYSTEM!

and graphics. Cutting-edge software publishers are abandoning the 286 due to its obvious limitations, and the MPCMC must reflect this to solidify industry-wide support for standardization.

•Set up an industry-sponsored compatibility testing service—Consumers' most frequent complaint about new games is that they don't always work with all system configurations and peripherals currently in widespread use. A recent example is the number of games that don't run with DOS 5.0. Empirically, privately operated technical verification complexes are not equal to the task, so the software and hardware publishers ought to pool their efforts for everyone's good. A test center backed by the whole industry would have the resources to fully test each product, and it might even be able to pay its own way.

•Regularize crediting for software creators—This should be done both in the name of justice and because it would help match buyers with the games they'd like best. Would Paramount sell movies or Harper push books purely with the company name? Certainly not. It's time for computer- and video-game publishers to throttle back the egos and let the people who create the product take a bow.

•Organize a set of "People's Choice" Electronic-Gaming Awards—It's good for the industry to recognize its own through the Software Publishers Association and the Electronic Industry Association, and the various sets of magazine-sponsored honors certainly have a place, but where is the voice of the gaming public? A popular ballot would focus extra attention on the computer and video games most likely to appeal to the mass audience. Who knows? Maybe one of the TV networks would want to broadcast the presentation!

•Hire a celebrity spokesperson for the electronic-gaming industry—The industry needs someone who can go on talk shows, make personal appearances at colleges with computer science departments and appear in ads. The stories about computers most Americans hear emphasize business uses. We need someone out there extolling the virtues of interactive electronic entertainment as an exciting, enjoyable and mind-stretching hobby!



•Cooperate on a "Gaming Is Fun" campaign—The electronic-gaming industry should mount a combined print and electronic-media campaign to reeducate the public about interactive entertainment and home computing. This technique has proven very successful in exposing the public to other leisure time activities, and it could work for electronic gaming, too. Let's face it: One of the biggest obstacles to mass acceptance of computers is their forbidding image. A fun-oriented advertising effort could induce folks to think about computers in a more positive way.

Well, that's what I would do. What about the rest of you? If you have some ideas about things you believe would enhance and improve the hobby of electronic gaming, send me your thoughts in care of this magazine. If I get enough responses, I'll devote a future edition of *Inside Gaming* to reviewing some of the best suggestions.

COMPUTER GAME PREVIEWS

FIRST LOOK

Are We There Yet?

ELECTRONIC ARTS

Version Previewed: IBM PC

Games aimed at the female segment of the gaming market are rare, and *AWTY?* has generated some marketing smoke to this effect. The fact is, *AWTY?* is a simple collection of puzzles, from jigsaws and crosswords to cryptograms and crosstics. The game is



Electronic Arts' *Are We There Yet?* will be targeted toward a female audience.



structured around a nuclear (and somewhat nuked) family of American caricatures who travel around the USA, solving puzzles related to various points of interest along the way.

Will women like this game because of its lack of real-time pressure, nonarcade ambience and cutesy treatment? Well, I'm a guy, and I thought this was all a lot more interesting in *Fool's Errand* (developed by the same group, Manley & Associates, which authored this contest) a couple of years back. Will this make EA happy or sad?

Along the way, the player is required to put together a map of the USA from a rather difficult jigsaw puzzle to gain access to the rest of the puzzles, the best of which are fairly traditional word games. In other words, if you haven't the patience or minimal skill to wade through at least *one* video-jigsaw puzzle, you can be assured you'll never get there from here.

—Bill Kunkel

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94494
(415) 572-ARTS

Elvira II: Jaws of Cerberus

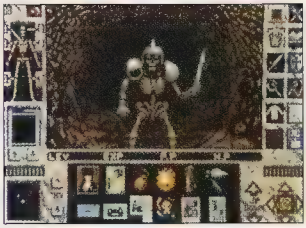
ACCOLADE

Version Previewed: IBM PC

Another in Horrorsoft's gory series of icon-cluttered adventure games. The player arrives at Black Widow Studios, the nerve center of the Elvira operation, to find it deserted. A spectral hologram of the popular horror movie hostess and Halloween icon appears and tells the gamer that she is being held in one of the studio's three soundstages, which the player must explore.

It is very similar to the first game, with Elvira at least peripherally involved in the





Accolade's *Elvira II: Jaws of Cerberus* contains quite a bit of graphic violence. Parents might want to consider this in making this game available to youngsters.



plot this time, but the graphics are not significantly improved.

Elvira II has some nice, noninteractive "cut" scenes, but this demo had no sound or interactive play, so it was difficult to judge the effectiveness of these shocking sequences within the context of an actual game.

The interface takes up the bottom third of the screen as well as a pair of vertical strips on either side of the remaining screen space. There is also quite a bit of graphic violence, so parents should use judgment in making this game available to youngsters.

—B.K.

Accolade
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128
(415) 985-1700

The Games: Winter Edition

ACCOLADE

Version Previewed: IBM PC

This pre-Beta preview is also referred to as "Winter Olympics," so watch for a similar title. This is an attempt to upgrade the old Epyx-type, multievent athletic programs, using today's technology. Twelve events appear on the wheel-style copy protection device, but the version we saw contained eight: Giant Slalom, Downhill, Cross Country, Biathalon, Ski Jump, Speed Skating, Bobsled and Luge. (Hockey, Figure Skating, Curling and Slalom didn't make the cut, apparently.) Obviously, Giant Slalom, Downhill, Cross Country, the skiing portion of Biathalon and the Ski Jump use pretty similar mechanics, while Bobsled and Luge share a good deal in common.

Sound effects hadn't been installed in this version yet, but it looks quite impressive. No credits were visible, but the technology seems to reflect the look of *Test Drive III: The Passion*, in which human figures (or, in the case of *TDIII*, the dashboards) and backgrounds are bit-mapped, while the immediate environment is disguised polygon-fill. The whiteness of the background makes the geometric shapes look less obvious, and the integration of polygon elements like the ski lift into the various downhill skiing events gives the game great visual zest.

A beautiful top/down view of the various runs appears on the left side of the screen, while a behind-the-athlete perspective is displayed in the main window on the right. The best runs can be saved and replayed using a marvelous VCR-like interface that runs forward or backward.

A large factor in how well this game plays is likely to be connected directly to the speed of the machine it is run on. It's a bit of a drag on the 9-12 MHz machines,







Accolade's *The Games: Winter Edition* will run best on IBM PCs and compatibles with heavy horsepower.

but it gets pretty hot on a 33 MHz PC, and, with a Turbo-Booster, running around 56 MHz, it absolutely flies!

—B.K.

Accolade
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128
(415) 985-1700

SimAnt

MAXIS
Versions Previewed: Amiga ($59.95), IBM PC ($59.95)

Okay, you've been hearing about "AI" (Artificial Intelligence, for those of you who've been hanging out in caves and/or alien societies); now get ready for "AL." No, not the guy who bought the burger shop from Pat Morita in *Happy Days*—we're talking *Artificial Life*, friends and neighbors. There are whole cutting-edge research groups busy creating computer life-forms, which react within streams of information much as one-celled animals behave within a drop of water. These days, the very nature of life is being redefined every day. In our lifetimes, we may see the "data" within our brains directly transferable onto a computer medium, from which we could be reassembled/reborn within the latest in cybernetic bodies.

The first game company to jump on the "AL" bandwagon is the always cutting-edge Maxis with the remarkable *SimAnt*. In *SimCity*, the user got to learn about cities by building and maintaining them. In *SimEarth*, the follow-up, the scope became cosmic, with players literally creating simulations of entire worlds and saving them to disk.

In *SimAnt*, rather than going farther out into the universe for inspiration, Maxis turned to their own backyard and saw the wonderment in constructing a computerized version of the old reliable ant farm.

An elaborate interface sees the player as a red or black ant—or, rather, as the deity controlling the destiny of a nest of ants—conducting an entire life cycle in the backyard of a typical middle-American home. Your priorities are simple: protect the queen, and see to it that the colony thrives. It's simple at first, but then the player must begin dealing with the demographics, controlling the percentages of various ant castes or types. And there's jelly in the house, too! But it's best to beware the lawn mower.

SimAnt is a marvelous, watershed program, even loaded down as it is with a rather awkward title. These sim-antics demonstrate that narrowing one's focus can be as significant, and rewarding, as broadening it.

—B.K.

Maxis
Two Theatre Square, Suite 230
Orinda, CA 94563-3041
(415) 253-3736

The Immortal

ELECTRONIC ARTS
Version Previewed: IBM PC

Good grief, what *delayed* the PC version of this game, which is playable on virtually every *other* mechanical device in current use, short of a microwave oven?





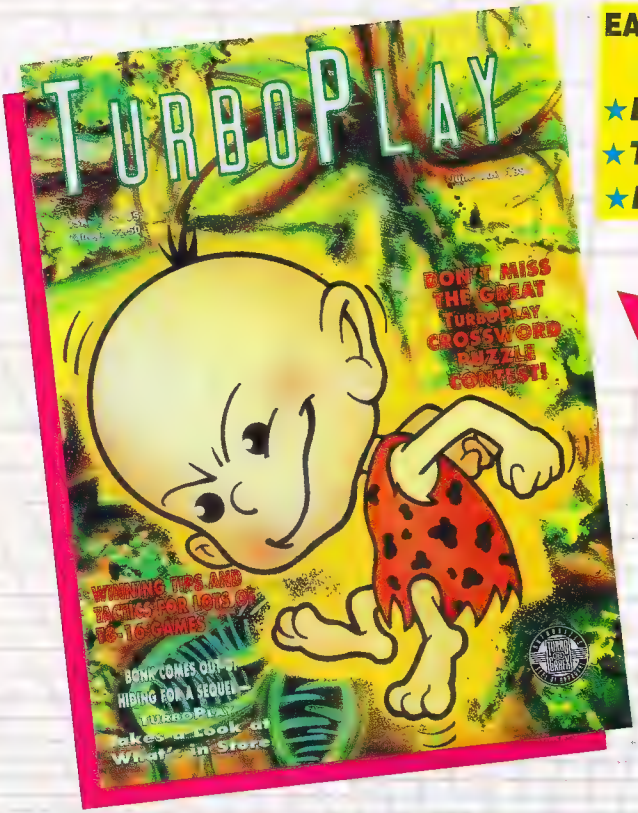
EA's *The Immortal* finally makes its appearance on the PC.

Certainly, by now, everyone is familiar with Will Harvey's uniquely presented *DungeonQuest, The Immortal*, with its diagonally angled top/down perspective and easy-to-play interface. On a hot PC compatible, the wizard really boogies down the halls, and the graphics remain a strong point.

At long last, IBM PC owners will get to see what all the shouting was about.

—B.K.

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94494
(415) 572-ARTS



EACH ISSUE PACKED WITH:

★ **Game Strategies**
★ **Hot New Information**
★ **Turbo Tips** ★ **Reviews**
★ **New Game Previews**

6 Issues Only
$9.95

Not Sold In Any Stores!

Send in the coupon below for one free issue of TurboPlay, the only magazine for the TurboGrafx-16 game player!

FREE ISSUE!

FREE ISSUE! FREE ISSUE!

Mail To: TurboPlay Subscriptions, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210

☐**Yes! Send me my free sample issue!**

Name _____

Address _____

City/State/Zip _____

(Limit one issue per name. Please send orignal coupon only–no photocopies accepted.)

NEC and TurboGrafx-16 are registered trademarks of NEC Technologies (U.S.A.) Inc.

Mail To: TurboPlay, P.O. Box 16928, N. Hollywood, CA 91615

☐**Sign me up for 6 bimonthly issues of TurboPlay for the charter subscription rate of $9.95!**

Name _____

Address _____

City/State/Zip _____

☐*Payment Enclosed–Charge My* ☐*Visa* ☐*MC*

_____ *Exp.* ____

Signature _____

MONEY BACK ON UNMAILED ISSUES IF NOT SATISFIED. Make checks payable to L.F.P. Inc. Foreign add $10 per year. Your first issue will arrive in 6-8 weeks. WATCH FOR IT!

OFFER EXPIRES MARCH 31, 1992

California Residents Add 8.25% Sales Tax.

CMNAW

COMPUTER GAME REVIEWS

Wing Commander II: Vengeance of the Kilrathi

ORIGIN
Version: IBM PC ($79.95), Speech Accessory Pack ($19.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

In the tradition of the *Star Wars* films, this follow-up to the original mega-hit *Wing Commander* might just as easily have been subtitled "The Kilrathi Strike Back!" In the sequel's dramatically charged introductory sequence, the evil, tiger-headed Kilrathi employ their sinister new cloaking device to move in and destroy the Tiger's Claw, the Terran home world's most fearsome warship. Then guess who gets stuck with the blame and shame for the loss of the Claw? You, the player-character, of course.

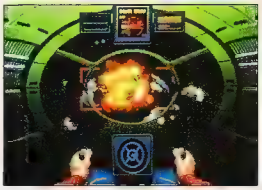
Your surrogate, once the "Hero of Vega Sector" catches flack for surviving the attack and is ridiculed when he suggests that the Kilrathi have cloaking technology. Who, after all, in this far future age where jaunts between solar systems are the equivalent of a commute to the office, and where weapons can do everything but issue insults to the target before reducing it to atoms, could *possibly* conceive of the existence of a cloaking device? Of course, our hero refuses to resign his commission, so he wins a dead zone assignment on a cosmic backwater—the equivalent of an errant cop being sent to "pound a beat in Canarsie" in those 1940s gangster movies.

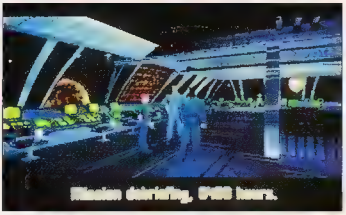
Ten years of shuffling papers later, the player-character finally gets his chance at belated redemption when he and a fellow pilot spot Kilrathi movement in a supposedly empty sector of space. Sure enough, those nasty Bengals from Kilrah have gathered together their entire armada for a surprise strike on the Terran home worlds, under the shield of their cloaking device. Quick as you can say "Remember the Tiger's Claw!" our hero's back in the saddle and in for the fight of his life—at least until the next mission!

Chris Roberts' team has improved virtually every aspect of the original in this great sequel. The graphics are more realistic, the plot is better written, the ships, weapons and tactics more sophisticated (with the addition of artificial intelligence that allows the Kilrathi ships to adapt their skills to the ability of the player in pursuit) and, best of all, Origin added speech to the elaborate mix! Because of the huge amount of data on the basic game (comprising seven high-density, 3.5-inch disks), a separate package, *Wing Commander II Speech Accessory Pack*, is available to interface with *WCII*. Once this three-disk package is installed, instead of having to stare at talking heads while reading subtitles at the bottom of the screen, we get something much more like a movie, with excellent voice characterizations.

In order to enjoy the speech option, however, a pair of hardware features are required: expanded memory and a Sound Blaster or 100% compatible digitized soundboard. Even then, we've gotten complaints from users who have had problems discerning some of the game's dialogue. After a call to Creative Labs, the makers of Sound Blaster suggested the possibility that its soundboard *may* have problems with some speech on games running faster than 25 MHz.

Technical burps and plot clichés aside, *Vengeance of the Kilrathi* is a masterpiece, with spectacular graphics, a great musical score and cinematic cut scenes (noninteractive sequences that advance and set up the story line) equal to and, in some cases, better than the original. The play action is slick, the dogfights more challenging and the character interaction enriches the drama significantly. Kudos to Roberts and director Stephen Beeman for pulling this ambitious project together. And yes, Virginia, there *will* be mission docks, not to mention what may turn out to be the series' most dazzling entry yet, the *Wing*





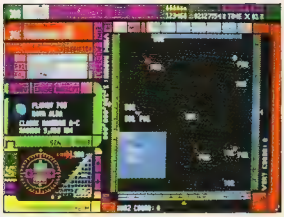
Despite the exorbitant price of *Wing Commander II*, the game is a masterpiece. The play action is slick, the dogfights more challenging, and the character interaction enriches the drama significantly.



Commander prequel, *Strike Commander.* Until then, however, rest assured the futuristic Kilrathi will keep players sufficiently occupied.

—Bill Kunkel

Origin
110 Wild Basin Road, Suite 210
Austin, TX 78746
(512) 328-0282



Rules of Engagement

MINDCRAFT

Versions: Amiga ($59.95), Atari ST ($59.95), IBM PC ($59.95)

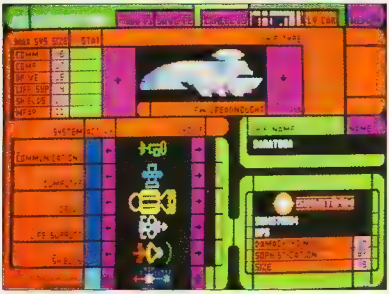
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Rules of Engagement is Omnitrend's second release in their interlocking game system (IGS). Players of the first title, *Breach 2,* are able to freely import squad leaders from the earlier game and test their mettle as starship captains.

Unlike other series products, such as many fantasy role-playing games in which an import feature simply means players retain their favorite characters and perhaps begin with a few more goodies in the bag, the IGS concept offers coexistence of the modules and free movement between them. For example, *Breach 2* dealt exclusively with science fiction squad level combat, while *Rules of Engagement* involves individual and squadron level tactical starship combat. The latter includes boarding actions for enemy starships, as well as attempts to capture enemy outposts. Players who also own *Breach 2* can be launched into a scenario from that module to resolve these actions within the context of the *Rules Of Engagement* game in progress. Their fleet commander becomes the squad leader of the boarding party, and, if he dies in combat, the game ends just as if the player's flagship had been destroyed in space.

For those of you who do not own *Breach 2,* boarding actions are resolved via a special bar graph display (similar to the one in *Overlord*), in which the player's only option is to withdraw if things are not going well.

The interface between the two standalone products is seamless. New players will probably want to obtain *Breach 2,* even though it is not necessary in order to enjoy *Rules of Engagement.* Omnitrend's stated goal with IGS is to bring together several titles into a complete science fiction "universe" in which gamers will experience unprecedented freedom of action.



Mindcraft's *Rules of Engagement* involves individual and squadron level tactical starship combat.

Most gamers will contend that *Rules of Engagement* contributes to this goal exceptionally well, yet some hard-core enthusiasts may have problems adjusting to the graphic display. The vast majority of players were raised on *Star Trek* (either generation), in which the bridge display could magnify objects forty zillion times until they looked like they were right on top of the *Enterprise.* Players accept this visual medium as natural for the setting, and many other games support that view. Submariners, on the other hand, have never had a Congress to approve a porthole; yet they are not driving around the ocean in the blind. They have some of the world's most sophisticated sensors to light their way. *Rules of Engagement*'s chosen screen design reflects this approach and is probably closer to futuristic reality.

Players see a single, multifunctional display, upon which certain commands bring up sublevels and selection tables. Action buttons are color coded to quickly differentiate between them and information functions in the heat of combat. The use of a mouse simulates a touch screen, and is invaluable when the universe seems to implode on the player, as it will.

The number of options available to starship captains is extraordinary (the manual contains 212 pages), and, without such a cleverly designed graphical interface, *Rules of Engagement* could have easily become too unwieldy for the average player. Thus, the high rating listed above is not due to impressive bit mapping and digitized photos, but rather to the functionality of the graphics and sheer elegance of their design.

Fleet commanders of the Federated Worlds have difficult lives at best. Players lead squadrons of many different types of

continued on page 154

ADVERTISER INDEX

Advertiser	Page #	RSC #
Access Software	143	175
Acclaim	7,33,93	103
Arena	35,37, 39	155,156, 157
Asmik	74	134
Bethesda	BC	173
Bignet USA, Inc.	13,70	114,106
BRE Software	173	169
Camerica	91	119
Capcom USA	19,20-21	109
CH Products	161	159
Coast to Coast	47	130
Computer Games Plus	172	177
Data East	72	132
Electronic Arts	30-31, 40-41, 122-123	113, 116, 151
FCI	45	118
Fun Co.	106-107	148
Fun 'n Games	173	168
Game Dude Club	111	149
Hudson Soft	11,105	105,147
IGS	88-89	143
IMN Control	103	146
Interstel	141	111
Irata	173	167
Irem	58,59	124,125
Jaleco	127	152
Kemco-Seika	113	150
Koei	139	174
Konami	IFC-3,23, 61,69,71, 73,75,77	101,110, 126,—,131, 133,135,137
Konami	79	138
Lucasfilm Games	43	117
Microleague Sports	165	160
MicroProse Software	29	112
Namco	IBC	172
NEC Technologies	14-15	107
New England Services	169,171, 171	162,163, 164
New World Computing	76	136
Ocean America	57,67	123,129
Origin Systems	85	141
Oxxi	129	153
Play It Again	170	176
Readysoft	157	158
Renovation Products	87	142
Sega	65	128
SNK	27	115
Sligo Video	173	166
Software Toolworks	81,82-83	139,140
Spectrum HoloByte	4	102
Starland Club	173	170
Strategic Simulations	49	—
Taito	135	154
Telegames	169	161
Tengen	50-51	120
T&E Soft	8-9	104
Three-Sixty	174	171
Tommo	171	165
Vic Tokai	25	178
Video Game Headquarters	55	122
Virgin Games Inc.	17	108
Working Designs	53,63	121,127

TELL THEM YOU SAW THEIR AD IN VG&CE!

READER SERVICE INFORMATION/AD INDEX

FREE INFORMATION

This is a free reader service card. Tear it out and keep it with you as you go through this issue. You'll see a reader service number accompanying most products reviewed or advertised. If you want free information on any of these, simply circle the corresponding numbers on the card and mail it in.

HOT TIPS...HOT TRENDS...HOT SAVINGS

12 ISSUES ONLY

$26.95



NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

☐PAYMENT ENCLOSED CHARGE MY ☐VISA ☐MC

#_____ EXP. _____

SIGNATURE _____

$20 Off The Cover Price!

MONEY BACK ON UNUSED PORTIONS OF SUBSCRIPTIONS IF NOT SATISFIED! Foreign add $10. Make Check payable to L.F.P. Inc. Your first issue will arrive in 6 to 8 weeks. WATCH FOR IT!

OFFER EXPIRES MARCH 31, 1992 California Residents Add 8.25% Sales Tax. DMNAA

Please send free information and literature on items circled below

101	121	141	161	181
102	122	142	162	182
103	123	143	163	183
104	124	144	164	184
105	125	145	165	185
106	126	146	166	186
107	127	147	167	187
108	128	148	168	188
109	129	149	169	189
110	130	150	170	190
111	131	151	171	191
112	132	152	172	192
113	133	153	173	193
114	134	154	174	194
115	135	155	175	195
116	136	156	176	196
117	137	157	177	197
118	138	158	178	198
119	139	159	179	199
120	140	160	180	200

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE ( ) _____

INDICATE REASON FOR INTEREST AS FOLLOWS:
☐ CURRENT PURCHASE ☐ FUTURE PURCHASE ☐ REFERENCE

SURVEY

Please circle all entries that apply.

1. Age: a)under 10 b)11-18 c)19-25 d)26-35 e)over 35
2. Video-game system(s) owned: a)Nintendo NES b)Sega Master System c)Sega Genesis d)NEC TurboGrafx-16
3. How many games do you own? a)1-5 b)6-10 c)11-15 d)16+
4. Do you visit arcades? Yes No
5. In a month, how many times do you visit an arcade? a)1 b)2-3 c)4 or more
6. What article in this issue did you like the most? *(circle one)* a)Reviews b)*News Bits* c)*Easter Eggs/Tip Sheet* d)SNES Technicals e)*Destination Arcadia* f)*Phantasy Star III* Strategy g)*Star Tropics* Strategy h)*Gaming on the Go* i)Hockey Games j)Mystery Games
7. What article in this issue did you like least? *(circle one)* a)Reviews b)*News Bits* c)*Easter Eggs/Tip Sheet* d)SNES Technicals e)*Destination Arcadia* f)*Phantasy Star III* Strategy g)*Star Tropics* Strategy h)*Gaming on the Go* i)Hockey Games j)Mystery Games

RECEIVE BY JANUARY 1992

OFFER EXPIRES MARCH 31, 1992

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT #131 N. HOLLYWOOD, CA

POSTAGE WILL BE PAID BY ADDRESSEE

VideoGames
& Computer Entertainment
Subscriptions Department
P. O. Box 16927
N. Hollywood, CA 91615-9966

PLACE STAMP HERE.
THE POST OFFICE
WILL NOT DELIVER
MAIL WITHOUT
POSTAGE

VideoGames
& Computer Entertainment
P.O. Box 8822
Boulder, Colorado 80329-8822

Global Savings!

12 AT YOUR DOOR FOR LESS THAN 7 AT YOUR STORE!

1 Year Only

$26.95



YES! Sign me up for 12 issues of VG&CE for only $26.95! I'll save over $20 off the cover price and pay just $2.25 an issue!

VG&CE MAGAZINE, P.O. BOX 16927, N. HOLLYWOOD, CA 91615

☐PAYMENT ENCLOSED CHARGE MY ☐VISA ☐MC EXP.

SIGNATURE CARD#

NAME

ADDRESS

CITY STATE ZIP

MONEY BACK ON ALL UNMAILED ISSUES IF NOT SATISFIED! Foreign add $3.50 Make checks payable to L.F.P. Inc. Your first issue will arrive in 4 to 6 weeks WATCH FOR IT! CMMAA

OFFER EXPIRES MARCH 31, 1992

California Residents Add 6.25% Sales Tax.

continued from page 151

vessels, each commanded by captains of distinct abilities and personalities. Learning to utilize one's subordinates to advantage is essential, as it is impossible to fulfill the objectives of each scenario with the flagship alone. Communications with other vessels, friendly or enemy, have appropriate delays, given the vastness of the medium portrayed. Further, interference from hot stars can block transmissions, or, if the person called chooses, he may not even acknowledge receipt of orders. Also, if a captain's aggressiveness rating is high, he may get overzealous and destroy an objective he was only meant to capture. Missions are difficult to begin with, and having to deal with this human element makes *Rules of Engagement* more realistic, challenging and fascinating for the player.

This is a tough game even for players with a lot of experience at this type of product. There is much more depth to a single game, let alone mastery of the title, than usual. As such, *Rules of Engagement* should have long legs in the market and generate considerable discussion among gamers for some time to come.

—Ed Dille

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(415) 572-ARTS

Tony La Russa's Ultimate Baseball

STRATEGIC SIMULATIONS
Versions: Commodore 64 ($49.95), IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Die-hard baseball aficionados contemplating ways to survive the winter would do well to include *Tony La Russa's Ultimate Baseball* in their larder. Although the title is somewhat pretentious, one will find that *Tony La Russa's Ultimate Baseball* delivers the most intricate model of the game on the market today, without sacrificing one ounce of playability to the potential quagmire of statistics.

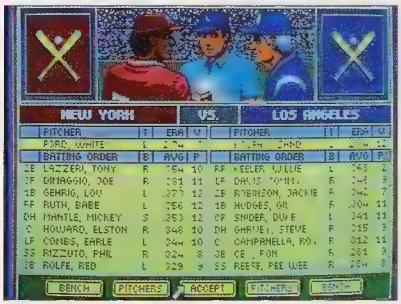
Yet, the statistics are all there, including 49 batting, 14 fielding and 44 pitching categories. The teams are comprised of notable players throughout history, and the statistics used are annotated with the year from which they were drawn and the player's age at the time.

All league functions, including drafts, trades and manual input of statistics are provided in the basic package. Players can expect future add-on disks modeling all of the American and National League stadiums, as well as season update disks.

Players may opt to play and manage, manage only or allow the computer to play and manage for both teams. Using the latter option, the computer can resolve an entire 162-game season in a few hours and provide all of the statistics for the aforementioned categories by team, or by statistical leaders, and print them out as well. It is also possible to play an 81-game season, representing the latter half of the year, or a one- to four-game round-robin season.

It is not necessary to play all of the games for a team, or any of the games for other teams (unless desired in a solitaire league). Instead, players may select featured games that they want to play and allow the computer to resolve the rest of the schedule. If managing only, or watching the computer resolve a game, players may view every pitch or speed things up by viewing only the last pitch for each hitter, in which he either hits, walks or strikes out.

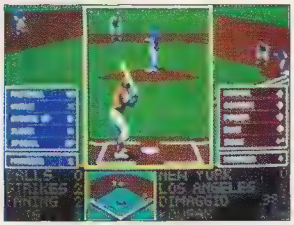




While some may prefer the purely managerial approach, the play and manage option provides the full effect. *Tony La Russa's Ultimate Baseball* supports keyboard and joystick input, the latter highly recommended for games with two human opponents. Mouse support would have been nice for the various menus, but it is easy to see how this interface might pose problems for pitching and fielding.

While on the mound or in the batter's box, players view a pop up window in the center of the screen as seen from

Owners of *Tony La Russa's Ultimate Baseball* can expect future add-on disks modeling all of the American and National League stadiums, as well as season update disks.



behind the plate. Batter and Pitcher option menus are displayed to either side, then disappear when selections are input. Once a hit is made, the view quickly switches to the infield, scrolling smoothly to the outfield if necessary. One important thing to note is when the batting window disappears; time actually backs up a couple of seconds, and the hit is displayed from the new perspective. This allows player-controlled fielders to get a more accurate jump on the ball. The full-size VGA players are nicely detailed and animated, jumping and diving to make clutch catches, as well as sliding head first into home plate for that game-winning run!

Some final noteworthy additions include: streak ratings that reflect some player tendencies to be hot or cold at different times during the year, clutch performance ratings for critical plays, injury ratings that force real managerial considerations, accurate modeling of wind and turf conditions, and the ability to view simulated as well as historical statistics.

The game may not be as all-inclusive a package as it could be, but it comes fairly close to living up to its name. A lot of players will spend this winter playing *Tony La Russa's Ultimate Baseball* and wondering how the Atlanta Braves ever made it so far.

—E.D.

Strategic Simulations, Inc.
675 Almanor Ave., Suite 201
Sunnyvale, CA 94086-2901
(408) 737-6800

Secret Weapons of the Luftwaffe

LUCASFILM GAMES

Version: IBM PC ($69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

The long-awaited *Secret Weapons of the Luftwaffe* from Lucasfilm Games uses the engine developed in *Battlehawks* and *Battle of Britain*, enhances it and turns it to the latter years of the Third Reich and the Allied bombing campaign over Axis territory.

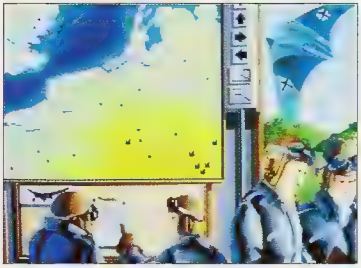
A wide range of planes is covered. The American side has access to B-17 bombers, P-47 fighter-bombers and P-51 fighters. In addition to the two normal German planes, the BF-109 and the FW-190, German pilots can fly several of the more advanced planes, including jet- and rocket-powered aircraft. These are the ME-162, the ME-262 and the Go-229, their own version of the flying wing. V-1 and V-2 rockets can also be used in campaign mode to launch attacks on England.

The game features enough play modes to match any style. Flight school is the training ground and covers a wide range of potential missions at a much easier level. New players should spend a lot of time here. Single-mission flights are flown "for keeps," including many missions for each aircraft type, based on real or hypothetical encounters in the war.





A custom mission generator is also included, so the player can create virtually any other mission combination. A series of engagements can be tied together in one of two ways. A tour of duty can be recreated for a given pilot and take the pilot through 25-50 consecutive missions. Each pilot can complete up to five different tours of duty. Given the number of missions involved, it may take several game sessions for each.



***Secret Weapons of the Luftwaffe* contains a custom mission generator that allows the player to create virtually any mission combination.**

A campaign allows the player to control the overall strategic effort of the chosen country, as well as the flight performance of a single pilot. After creating the missions to be flown with available aircraft assigned as efficiently as possible for each phase, the player flies his chosen plane in the current mission. The campaign runs until one side's victory conditions are met (usually either a certain amount of damage scored or a certain number of days passed).

One nice feature is the ability to run any pilot through any of the available missions in any order. Statistics are kept for each flight, providing a quick overview of how skilled that pilot is. A pilot can fly

any aircraft on his own side, and the number of flights in each plane type is also recorded.

A game camera films the events of a part of any mission. The larger the film storage file, the longer these mission films can be. The viewer can then study the action from any perspective, either inside or outside of the player's aircraft. This is entertaining, and it may serve to enlighten the player as to how the other aircraft really react.

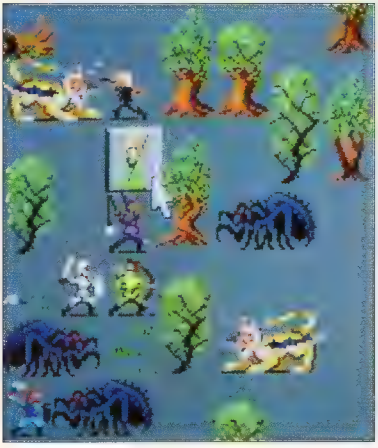
Graphics are sharp and crisp, up to Lucasfilm standards. They're very accurate and use bitmap images for much of the display. Sound effects are also nice and support many sound cards. Plane response is reasonable, though some joysticks respond better than others. Some are almost too sensitive and so require more practice, while some of the least expensive sticks may give the best reactions. The keyboard is also used extensively and can be used instead of a joystick if desired. Mouse support is also provided for many game functions.

Players who cannot adapt to the vagaries of air combat may have a difficult time. Fortunately, the practice modes can do a lot to help a novice overcome any initial problems, though much persistence and repetition is required to perfect flying technique. The German jets are easier to control, and many players will likely play almost exclusively with them.

In summary, *Secret Weapons of the Luftwaffe* is very fine and well worth the wait for those who enjoy air combat games. It effectively builds on the groundwork laid in previous titles, and it should provide hours of fun to any computer gamer. Lucasfilm's plans to provide additional aircraft disks will make it an even better value when they are released.

—R. Bradley Andrews

Lucasfilm
P.O. Box 2009
San Rafael, CA 94912
(415) 662-1864



SSI's *Gateway to the Savage Frontier* is a fine introduction for those new to computer AD&D adventures.

AD&D: Gateway to the Savage Frontier

STRATEGIC SIMULATIONS
Versions: Amiga ($49.95), Commodore 64 ($49.95), IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Most fantasy role-playing games have the same objectives: Kill the evil sorcerer/enchantress/computer/undead warlord; recover the sword/ring/amulet/enchanted gem; and save the day/village/world. *Gateway to the Savage Frontier* is no exception. Nevertheless, with *Gateway*, Strategic Simulations, Inc., finally fulfilled all the goals it set with its first AD&D release. Unfortunately, the designers have shown little interest in setting new ones.

Gateway to the Savage Frontier is easily one of SSI's very best AD&D games. It has a good balance of city, wilderness and dungeon adventuring, and, unlike *Pool of Radiance*, which was plagued by unforgiving encounters with armies or orcs and kobolds, *Gateway*'s battles test and increase characters' experience levels. Other improvements over the first title include the great innovation seen in *Secret of the Silver Blades*: vaults to store excess money and supplies, as well as training facilities in most towns. Illustrations also occur more frequently, and these are nicely detailed. The designers seem to have been aware of how tired this genre of gaming is; they compensated by adding humor to some of the nonplayer characters (NPCs), and made the villains so long-winded that (hopefully) it must be self-parody.

NPCs play a larger role than in previous AD&D games. They argue with party members, interact with each other, provide information as well as combat assistance and occasionally turn traitor to lead foes against the party. As usual, they're controlled by the computer in combat and often perform ineptly. They get in the



DIRK THE DARING RETURNS!

The adventures of Dirk the Daring continue as you make your Escape From Singe's Castle. Dirk has defeated Singe the Dragon but now must do battle with the Evil Shapeshifter who has kidnapped the beautiful Princess Daphne. You'll need all your wits about you as you encounter the Evil One and his minions in new scenarios from the animated laser disc classic - Dragon's Lair.

Available for IBM PC™ and Compatibles, Atari ST™ and Macintosh™.

READYSOFT

ReadySoft Incorporated
© Westwood Studios, Inc.
Richmond Hill, Ontario, Canada L4B 1H1
(416) 731-4175 Fax: (416) 731-6801

Dragon's Lair and Escape from Singe's Castle are trademarks of Bluth Group, Ltd. Dragon's Lair and Escape from Singe's Castle © 1983, 1990 Bluth Group, Ltd. All rights reserved. Software © 1990 ReadySoft Incorporated. All rights reserved. Atari ST and Mega ST are trademarks of Atari Corporation and Macintosh is a trademark of Apple Computer, Inc.

CIRCLE #158 ON READER SERVICE CARD.

characters' way, prevent some from entering combat in tight quarters, engage forces in melee when the rest of the party is staying in missile and spell range, and invariably stumble into range of stinking clouds, fireballs and other combat spells. Players must decide whether the limited advantage NPCs provide is worth the cost to equip, train and repeatedly raise them from the dead.

Players may quickly grasp the limited spell and combat options, but the game takes advantage of what they don't know. Magic weapons are often more complicated than the previous standard of plus one, plus two, etc. Their actual effects often remain unknown even in battle. In fact, the artifacts the party seeks seemingly can't be used, aren't listed in character inventories and appear only when the party encamps.

The rule books provide limited information about the monsters, such as their special abilities and resistances. These things must be discovered in combat.

Even with the changes, *Gateway to the Savage Frontier* is too similar to other AD&D games in scenario and execution. If SSI must adhere to the limitations of the original game's rules, it should also take full advantage of its possibilities. For example, naval or even aerial combat would be a great addition; and, for no discernible reason, these generic fantasy worlds omit the more specialized character classes like druids, assassins and illusionists, as well as AD&D's pantheon of gods and demons.

Gateway to the Savage Frontier is a fine introduction for those new to computer AD&D. Veterans of the system, however, may want to wait for titles such as the coming *Pools of Darkness*, which is expected to accommodate high-level characters not allowed in the other AD&D adventures.

—David S. Moskowitz

Strategic Simulations, Inc.
675 Almanor Ave., Suite 201
Sunnyvale, CA 94086-2901
(408) 737-6800

Knights of the Crystallion

U.S. GOLD

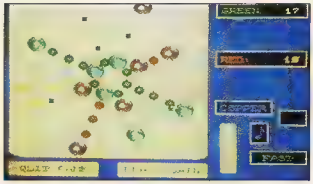
Version: Amiga ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

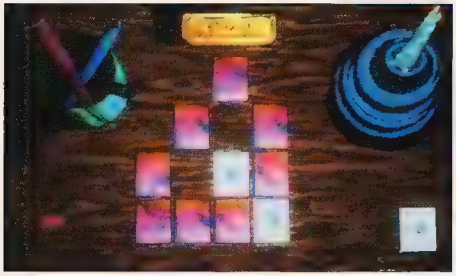
This strange mix of economic simulator, brainteaser and arcade adventure has a mythological, almost other-worldly setting, in which the player's sole purpose for existence seems to be the birth of his or her own crystallion (crystal stallion). From that point forward, the crystallion becomes the gamer's life mate during the rise through the ranks, culminating, eventually, in becoming a crystallion knight.

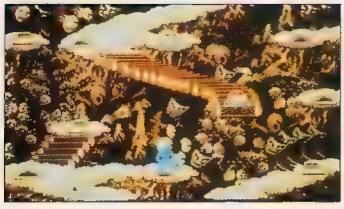
The game is enhanced by wonderful stereo sound (also duplicated on an audio cassette included in the package). In fact, the music and sound effects are the high point of *Knights of the Crystallion*, even above the HAM graphics. (Hold And Modify—a special mode that allows an artist to use all 4,096 colors of the Amiga's palette simultaneously.) The screens just don't take enough advantage of the enormous color palette, and some color fringing is apparent.

In progress through the four veils toward knighthood, the would-be knight engages in Deketa, a concentration-like card game; Bosu, a Chinese checkers-like strategy game against the computer (or a friend; although it remains a mystery just how a second person figures into the overall quest); and strategy games with arcade overtones. These latter occur during a visit to a pseudo-three-dimensional cave, where chances of survival are enhanced by collecting energy crystals and shooting fireballs. At the Proda, the crystals must be arranged in



U.S. Gold's *Knights of the Crystallion* offers a challenging relief from purely action-oriented fare.





just the right pattern to produce the energy to recharge the armor.

Throughout the game, an economic simulation in the background hinders or enhances the chances for success. The sim, in basic terms, is of daily life in the real world of the Orodrim. Success depends on a number of economic factors, including donations to the local religious order. All aspects of play are mouse driven, and the game also allows the use of a second disk drive.

During play, it's very difficult to know if the knight is making any real progress, and this fact renders the overall playability questionable. However, once a gamer masters the unusual combination of subgames, *Knights of the Crystallion* offers a challenging relief from purely action-oriented fare.

—Frank Eva

U.S. Gold
550 S. Winchester, Suite 200
San Jose, CA 95128
(408) 246-6607

The Terminator

BETHESDA SOFTWORKS
Version: IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

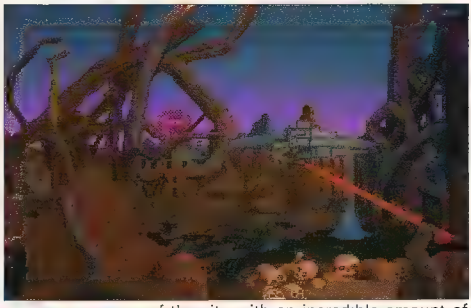
Terminator 2: Judgment Day was last summer's most successful film. Unfortunately for the producers, it was also the most costly movie of all time. Most movies involving popular characters inspire merchandising deals that thrust the characters further into public view. In the case of *Terminator 2*, such merchandising is the only way the movie could ever break even.

Therefore, it was a surprise to see Bethesda Softworks produce a game based on the *original* movie rather than the sequel. However, the game lives up to the spirit of the original film and contains one of the largest 3-D environments ever. It also provides enough options to allow players to enjoy their challenging adventure in central Los Angeles as either Kyle Reese or the Terminator.

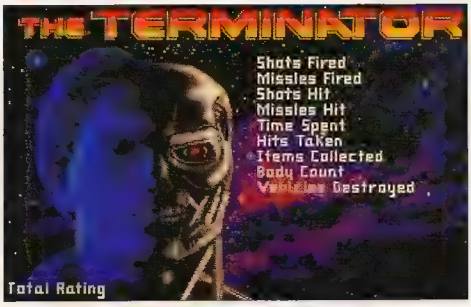
The Terminator is really two games in one. As Kyle Reese, the player must protect Sarah Connor from Arnold Schwarzenegger's character—a terminator from the future—and ultimately destroy the cybernetic killing machine. As in the movie, this is the more difficult of the two roles to play. As the Terminator, the goal is to kill Sarah Connor, the eventual mother of the future leader of resistance to the machine-controlled world. Both scenarios are fun to play, but there is definitely a certain attraction about playing a near-indestructible robot from the future.

The most impressive element of *The Terminator* is the 3-D world in which the drama takes place. The game version of central L.A. depicts all of the major streets





The most impressive element of *The Terminator* is the 3-D world in which the drama takes place.



of the city with an incredible amount of detail. In fact, some players might like the disk simply for the city's lakes, parks, houses, people, roads, cars, trucks and shops. The animation is very smooth. At the highest level of detail, L.A. comes to life, and exploration of the city is almost as important as discovery of the location of Reese, or the Terminator. And it's not just window dressing; it is necessary to visit gun shops, drugstores, gas stations and banks to collect money, ammo, weapons and other items needed to stay alive.

The player can drive vehicles, with both manual and automatic transmissions, all

over the city. This is not the only way to get around quickly. Fast travel from the map screen takes the on-screen protagonist to another location instantly, but elapsed game time permits the opponent to move around as if the travel were done at a normal pace.

Besides the wonderfully rendered game world, there are many other graphic touches to enhance the play. One of the more dramatic features is the animated combat scenes that pop up when a citizen or policeman is killed. These scenes are windowed at the bottom of the screen. The game tries to match the scene to the current location; although this doesn't always work, it definitely adds an unusual element to the game. For those not embarrassed to admit enjoyment of these graphic death scenes, Bethesda plans a disk full of new scenes to link into the game.

Other visual enhancements are full-screen animations and zoom views. A short introduction and various death scenes feature full-screen action and impressive explosions. On-screen maps, both complete and partial, are essential for game play.

However, the homing device is confusing to learn because it does not seem to lead to the Terminator or Reese. Most of the citizens and policemen look the same, which is acceptable, but the Terminator, Reese and Sarah Connor are too much like these other characters. They should have been drawn to really stand out on the screen so that you don't blame the homing device for leading you to the wrong place. Also, a compass should be on the screen when in a vehicle to eliminate misdirection.

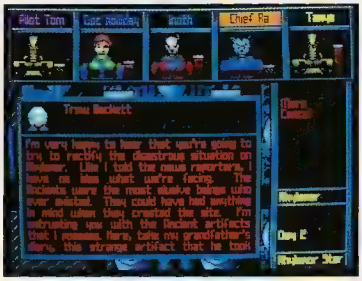
Music and sound effects are not as important in *The Terminator* as in some other games, but what is there is nice. The ominous theme music from the movie plays during the game's introduction and runs throughout the end. Other neat sound effects, such as the engine of a vehicle turning over, screams from citizens, gunshots and the famous "I'll be back" line, spice up the game.

Due to the many features in the game, *The Terminator* requires a lot of keyboard usage. Fortunately, a reference card comes in the package. Also, a color map of the game's version of L.A. shows the major locations and all of the streets.

The Terminator's replay value is high. Despite a few minor quirks, it provides a brand-new experience in interactive 3-D game play.

—Russ Ceccola

Bethesda Softworks
P.O. Box 7877
Gaithersburg, MD 20898
(301) 926-8300



***MegaTraveller 2: Quest for the Ancients* contains over 1,200 nonplayer characters (NPCs) and hundreds of screens of text to read.**

MegaTraveller 2: Quest for the Ancients

PARAGON

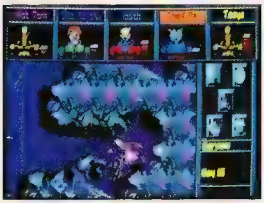
Version: IBM PC ($59.95)

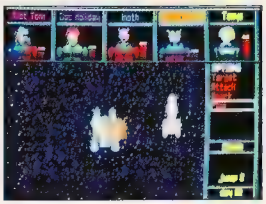
SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

Just as Advanced Dungeons & Dragons is the popular favorite of pencil-and-paper fantasy gamers, *MegaTraveller* is the favorite of science-fiction role-playing gamers. Paragon Software first brought this world to life in *MegaTraveller 1: The Zhodani Conspiracy* (MicroProse/Amiga, IBM PC).

MegaTraveller 2: Quest for the Ancients improves its predecessor's interface and boasts better sound effects, music, graphics, animation and many other new features that make game play more manageable. Most importantly, *MegaTraveller 2* offers a rich, expansive world with many plots and subplots to entertain players before, during and even after they solve the mystery of the game.

The plot of *MegaTraveller 2: Quest for the Ancients* is a grabber that almost compels the player to discover just what happened thousands of years ago. About





KICK BACK

and relax, you've got a CH Products Controller!



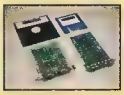
Flightstick™



Mach I™ and Mach I Plus™



Mach II™ and Mach III™



GameCard III Automatic™ GameCard III Automatic/MCA™



RollerMouse™

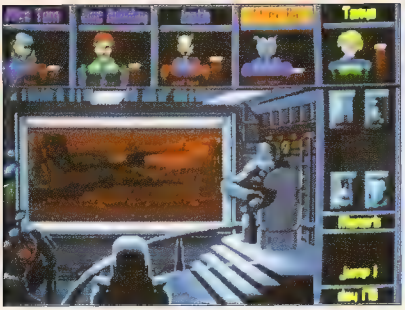
970 Park Center Drive
Vista, California 92083
(619) 598-2518
To order: (800) 624-5804

CH products

Made in USA

Available for Apple, Mac, IBM PC/PS2 and compatible computers.

CIRCLE #159 ON READER SERVICE CARD.



***Quest for the Ancients* improves its predecessor's interface and boasts better sound effects, music, graphics, animation and many other new features that make game play more manageable.**

500,000 years ago, a Droyne, or Ancient, was born with incredible intelligence. Called Grandfather, he expanded his influence throughout the galaxy. Later, he waged a bloody war, and, after the conflict, planets were in ruins, Grandfather was gone and the Ancients' civilization was destroyed. The only remnants are sites left behind on many planets.

As the game begins, one of those Ancient sites comes to life and spews slime that threatens to engulf the planet of Rhylanor. The Duke of Rhylanor appeals to the player to find a way to stop the destruction.

Character detail is one of the best features. Whether the player creates a party of five characters or uses the well-equipped group that comes with the game, over 100 skills are part of the system, and they are not merely window dressing. Skills like pilot, communications, trader, heavy weapons and many others directly affect the outcome of events.

Icon-driven game screens and character information are well-organized and useful. Most playing time is spent in an overhead view of either a city or the landscape outside and between cities. Three magnification levels allow inspection up close and pinpoint the party's relative location in a city or on the planet. Additional options pop up inside special buildings, like the library, hospital and casino.

Combat is intuitive, in fact, effortless when the "React" option is on. With this set, characters respond to attacks immediately in the best way that they can, with their best weapon. Combat takes place in the overhead exploration view, and players still have access to most of the game's options while fighting.

Because there are over 1,200 nonplayer characters (NPCs) and hundreds of screens of text to read, all NPCs are color coded. NPCs with information the party needs are green, then turn white after conversations reveal all their helpful knowledge. Hostile characters are red. This color coding applies to buildings in the cities, too. Important sites the party should visit are green until the party satisfies the inhabitants or receives their information. The variety of graphics, animation and detail keeps *MegaTraveller 2* visually interesting; this is such a complete game world that exploration is still rewarding long after saving Rhylanor from destruction.

The sound and music further enhance the game. With soundboard support, there's a lot of music, in addition to the common and uncommon audio effects spread throughout.

The only annoying element that requires change in the next *MegaTraveller* game is the way the party moves. The player should be able to click directly on a destination for the party and move there automatically. Instead, the player must click on locations in a direct line with the party's current position and hold the mouse button to repeatedly advance the characters. This gets tiresome and can wear out a good mouse.

The manual is well written and packed with important information, but be sure to read to the changes on the master disk that detail new features and corrections.

MegaTraveller 2: Quest for the Ancients is almost effortless to play. It contains one of the nicest RPG interfaces and an immense game world to explore. The variety of NPCs, objects, subplots and cities keeps the game interesting throughout. All of these things combine with the graphic presentation, strong story line and upbeat music to position it as one of the very best science-fiction RPGs ever created.

—R.C.

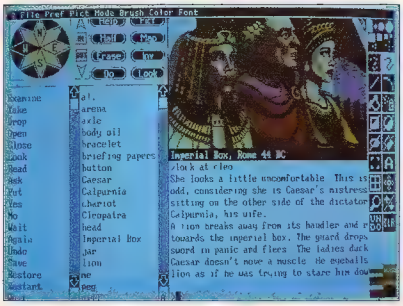
MicroProse Distribution
180 Lakefront Drive
Hunt Valley, MD 21030
(301) 771-1151

TimeQuest

LEGEND ENTERTAINMENT
Version: IBM PC ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

No simulation to date devoted to time travel comes as close to the real thing as *TimeQuest*. The background is well planned, and the player really feels like a traveler embarking on a mission to repair the time stream.



No simulation to date devoted to time travel comes as close to the real thing as *TimeQuest*.

The Temporal Corps was established to learn about the future and to find ways to prevent future disasters. Travel to the past was strictly prohibited, due to possible repercussions on the present. But a lieutenant in the Corps, Zeke Vettenmyer, has stolen a time machine and gone into the past to disrupt the time stream. The player's job, as a new recruit, is to travel to various locations in the past and repair damage done by Lt. Vettenmyer.

There are nine different years and six locations to visit. These include Rome, Peking, Baghdad, Dover, Mexico and Cairo, and the years range from 1361 B.C. to 1940 A.D. Ten of these periods are critical, meaning Lt. Vettenmyer changed something that seriously affects the outcome of history. The player must first visit the noncritical time periods to find clues to help solve each problem. Each event is a smaller game within the larger game. As each portion is solved, new pieces are added to the overall mystery. After all ten events are repaired, the player must locate and bring Lt. Vettenmyer to justice. This is pretty hard!

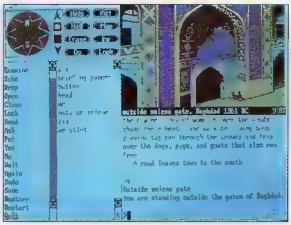
The first event is in 44 B.C. Rome. Vettenmyer set up an accident to kill Julius Caesar and prevent his later assassination. This will disrupt history so much that the Roman Empire will never fall. The player must find a way to stop the accident.

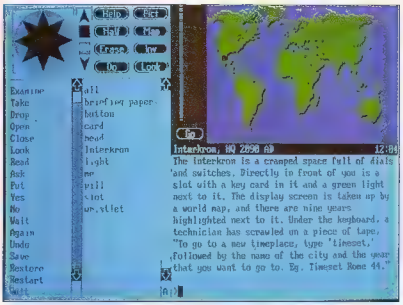
In 1798 A.D. Rome, Napoleon is convinced by Vettenmyer to invade England instead of Egypt. He must be turned back to his original plan. In 1940 Rome, Hitler is persuaded to attack the British at the English Channel before they can escape to England. The player must convince Hitler to back off for a few days, as he actually did in World War II.

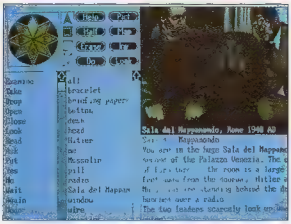
These are just three of the ten critical events. Each must be solved in turn after the player has collected enough clues from other periods.

The interface requires some knowledge of text-based games. Without a mouse, commands are entered via the keyboard, much like the games in the *Zork* trilogy. Windowed in the upper corner of the screen is a picture of what the time traveler sees. The player mouse-points at the picture to examine objects, or he can toggle the picture off to display a map or his inventory.

With a Sound Blaster or Ad Lib, the game's audio track is fantastic. *TimeQuest* has RealSound sound effects that play







through the internal speaker or the Blaster's DAC.

The VGA pictures, sounds, music and words combine to create a unique experience. The more the gamer plays, the more addicting it becomes. Although it may not be for everyone, it's just right for anyone who likes solving puzzles and enjoys spending a lot of time on a game.

TimeQuest epitomizes what every text adventure should be. There are enough graphics to keep the interest level up and enough possible ways of approaching the solutions to keep any player guessing.

—David Ethell

MicroProse
180 Lake Front Drive
Hunt Valley, MD 21030
(301) 771-1151

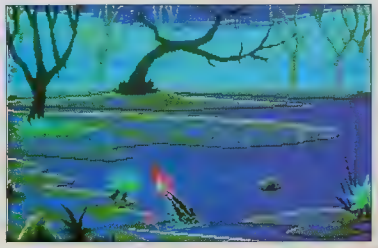
continued from page 142

agent Mason Powers stands between the Black December terrorist group and its nefarious designs.

David Wolf Secret Agent (Dynamix) Fast-paced action games keep the plot moving in this international espionage thriller. Despite the emphasis on the group of intricate simulators that forms the core of the game, *David Wolf Secret Agent* offers more than just real-time arcade-style excitement.

Deadline (Infocom) The clock is running, and you've got to find the murderer by midnight in one of the best text adventures ever written.

Déjà Vu (ICOM Simulations) The point-and-click interface was revolutionary when this mystery game made its debut several years ago. It still facilitates an enjoyable, easy-to-play adventure in which the player seeks the secret of his own missing identity.



Devon Aire in the Hidden Diamond Caper (Epyx) Lady Crutchfield's late husband has hidden blue diamonds throughout Crutchfield Manor, and she has hired Devon to find the sparklers in this action-adventure. The diagonal, top/down perspective is effective and unusual. Fifty lavishly illustrated rooms are filled with puzzles tricky enough to vex any investigator.

Earthrise (Interstel) The gamer assumes the role of a troubleshooter for the Terran Mining Guild in this futuristic mystery adventure. The gamer must solve the disappearance of the crew of a self-propelled asteroid and prevent it from crashing into the Earth.

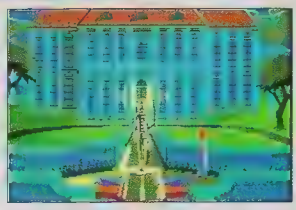
Felony (CBS Software) More cases test the player's detection skills in this menu-activated strategy game. This *Murder by the Dozen* sequel has more variety in the cases than the original.

Intrigue (Spectrum HoloByte) Monochrome graphics give this quest to find a kidnapped brother a *film noir* feel. The search leads the detective-hero into an even more thrilling adventure involving a scheme to loose a lethal virus upon America!

James Bond: The Stealth Affair (Interplay) This menu-activated adventure has excellent artwork and tons of outrageous Bond gizmos—like a rocket-launching cigarette. The story involves the British agent's quest to find and reclaim a missing U.S. stealth bomber.

King of Chicago (Cinemaware) The crime films of James Cagney and Edward G. Robinson inspired this blend of action, strategy and conversational interaction. The player tries to rise from punk to crime boss. The talk system, based on joystick-selectable thought balloons, gives the player plenty of opportunities to manipulate friends and foes on the way toward filling Capone's vacant chair.

Maniac Mansion (Lucasfilm) When a teenager disappears into a sinister-looking house, it's up to an oddly assorted band of young adventurers to enter the fearsome abode and bring him out safely. The joystick-activated interface lets the player switch among the various characters to make the most of each one's skills.



***The Colonel's Bequest*, by Sierra On-Line.**

Manhunter New York and ***Manhunter San Francisco*** (Sierra On-Line) The Murry Brothers' two-game series blends elements of detective and science fiction into gripping adventuring. The player, as a Manhunter, penetrates secret plots and counterplots of a near-future society beset by rebellion on one hand and alien invasion on the other.

Mean Streets (Access) This science-fiction, detective story includes a flight simulator for getting hero Tex Murphy from city to city as he tries to solve a murder. Plenty of fully animated non-player characters populate this outstanding mystery adventure.

Mindshadow (Mediagenic) Brian Fargo created this illustrated adventure about an amnesiac hero who must search many exotic locations for clues to his mysterious identity. The opening sequence, in which the hero wakes up on the beach of a deserted island, is intricate and challenging.

Murder by the Dozen (CBS Software) Twelve cases challenge the detective in this menu-driven strategy game.

Murder Club (Kyodai) This introduces Detective J.D. Harold, who is also the star of the game bearing his name for the Turbo-Grafx-16 CD peripheral. A businessman is dead, and the computerist, as Harold, must unearth clues and grill suspects to break the case.

Murder on the Zinderneuf (Electronic Arts) An early strategy game in which the player can assume the role of any of several different detectives to solve crimes on a transatlantic dirigible

Murder Party (Electronic Arts) Host your own role-playing mystery gathering with this excellent electronic entertainment.

Neuromancer (Interplay) Cyberpunk comes to home computing. This role-playing adventure thrusts the player into the wild world of 2058, where something strange is happening to the cyberspace cowboys. The player starts with a hangover in Chiba City and must unravel the mystery. This means obtaining a cyberdeck and using it to tap directly into a computer-generated reality called cyberspace.

The Omnicron Conspiracy (Epyx) Ace Powers, interstellar detective, stars in this action adventure. Jim Nangao's sleek interface keeps the gamer moving through the multipathed plot and unusual situations created by the Subway Software design group.

Perry Mason (Telarium) Courtroom action with the player guiding Erle Stanley Gardner's lawyer through a typically byzantine case.

Police Blotter (Avalon Hill) Up to four armchair detectives can compete to find the guilty parties in the four cases included in this strategy-oriented mystery test.

Police Quest I and II (Sierra On-Line) Jim Walls' graphic detective adventures benefit from the author's years in real-life law enforcement. As Sonny Bonds, the player undertakes a variety of routine police duties, as well as more glamorous ones, like recapturing the escaped master criminal, The Death Angel.

The President Is Missing (Cosmi) The player must save the nation's chief executive by using the computer console to correlate information and unravel the mystery in this challenging strategy contest.

Rocket Ranger (Cinemaware) This arcade-adventure is an interactive movie serial. The hero must expose a sinister Nazi plot during World War II with the aid of a futuristic flying suit like the one worn by The Rocketeer and Commando Cody.

Robots of Dawn (Epyx) Based on one of Isaac Asimov's Elijah Bailey science-fiction detective novels, this text game sends the player on the hunt for a murderer.

Scoop (Spinnaker) Someone is killing the journalists of Fleet Street! The player studies crime scenes and interrogates witnesses to bring the culprit to justice in this menu-drive strategy-adventure.

Les Manley in: Search for the King (Accolade) The parser-driven interface for this beautifully illustrated adventure is its chief limitation. The player becomes Les Manley, on the trail of a famous entertainer whom the world believes is dead.

Suspect (Infocom) Veronica Ashcroft is found murdered at her party, and the player is the leading candidate for the noose in this text adventure.

The Third Courier (Accolade) This exciting, mystery role-playing game's first-person perspective graphics project the player, code-named Moondancer, into an international tug-of-war over top secret NATO documents.

Where in the World Is Carmen Sandiego?, Where in Time Is Carmen Sandiego?, Where in the USA Is Carmen Sandiego? and ***Where in Europe Is Carmen Sandiego?*** (Brøderbund) This is the most successful "educational entertainment" series, because its game elements are very strong. The player uses deduction to track the elusive Sandiego, and learns a lot in the process.

Now that you've saved the planet and rescued the Princess 41 times...

...you're ready for a real challenge!



Try tackling the New Deluxe Edition of MicroLeague Football - *The Coach's Challenge!* It puts you in charge of a pro football franchise.

You pick the line up, set the game strategy and call the plays, but you can't predict the outcome. Every game is different...based on real teams, real players and powerful statistical models of real season play. You even have to deal with penalties, injuries and player fatigue factors.

The game comes complete with 20 all time great teams and a complete roster of 28 of today's pro teams. Choose the one you want to coach or enter your own stats to create your own teams.

You can set up a 30 team "micro" league, coach the teams you want and let the computer play the rest. Play against the computer or a friend, or play an entire season in "micro-time" on the computer. You can even use the game to create fantasy league prediction models.

With new screen graphics, friendlier interface screens, real digital sound effects, one-key play macros, more stats and an improved stat compiler...this new deluxe edition is just plain awesome.

Take the Challenge!
You won't be disappointed.

MicroLeague Football Deluxe Edition includes:
■ 28 Pro Teams + 20 greats ■ 41 Players per team ■ Expanded offensive & defensive built-in playbook ■ Easy, Average and Tough *Computer Coach* play levels ■ Two-key play macros ■ New sports page style game summary ■ Quick-play option ■ Season scheduler ■ Complete box scores ■ Player ratings and much more!
PLUS! '90 & '91 Season Disks, Gen. Mgr./ Owner Disk for front office functions and the new improved MicroLeague Stat Compiler!

Suggested retail price $69.95
COMING SOON FOR THE MACINTOSH & AMIGA
Version 1.0 available for C-64

Other Challenges from MicroLeague Sports!
Look for them at your software retailer or
Order Toll-Free 1-800-334-MLSA

MicroLeague Baseball -Coming soon for the Macintosh
MicroLeague Basketball-Coming soon for IBM, Macintosh & Amiga
MicroLeague Football Deluxe Official Guide & Game Disk published by Bantam Computer Books
College Football version available soon. Call for details

MICROLEAGUE SPORTS

MicroLeague Sports Association
2201 Drummond Plaza Newark, DE 19711
(302) 368-9990

IBM, Macintosh and Amiga are registered trademarks of their respective manufacturers.
© 1991 MicroLeague Sports Association

CIRCLE #160 ON READER SERVICE CARD

Moving Your Convoys Through Armor Alley

THREE-SIXTY SOFTWARE
Versions: IBM PC, Macintosh

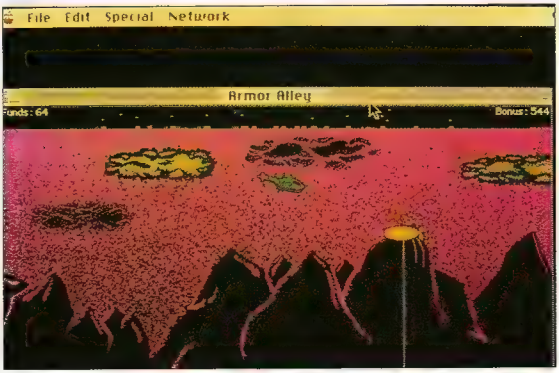
Although the first impression of *Armor Alley* might be that it's a rather simplistic, horizontally scrolling, shoot-'em-up, reminiscent of some of its predecessors, there is more there than meets the eye. The game integrates arcade action with elements of strategic planning to create a cohesive package that is surprisingly addictive.

Victory over the computer opponent requires players to master ten levels in succession. To complete each level, it is necessary to move an electronics van from one's base to the enemy base (bases cannot be destroyed by conventional weapons). Convoys may be constructed of tanks, infantry, missile launchers, engineers and the aforementioned vans. The objects that occupy the no-man's-land between the two bases include barrage balloons, bunkers, super bunkers (larger structures that cannot be destroyed and are capable of housing machine guns) and antiaircraft guns. Levels 9 and 10 also have landing pads in the center of the battlefield which may be used for resupply of either side's helicopters.

Players manage their funds to build convoys, backup convoys and helicopters for air support, destruction of enemy forces and the conducting of airborne assaults. The following order table on the right breaks down each level, proceeding from home base to the enemy base.

The first essential point to master is that funds accumulate faster the more of the battlefield one has under their control. The initial levels are biased toward the player at the start, but later levels begin with the enemy in total control of the field and within striking distance of quick victory. Except in the very beginning, large, single convoys are usually not the way to go. It is better to set specific objectives for a given group of vehicles and plan backup convoys for the big push. The intelligence of the computer opponent increases with each level, making some tactics obsolete in later rounds.

Level One is aptly named Cake Walk, and should be nothing more than an opportunity for players to familiarize themselves with the helicopter's controls. Use a group of three tanks followed by a



ORDER TABLE

1. Cake Walk: B,B,B,B,B,B,B,B (where B=Bunker)
2. One Gun: B,B,B,B,B,B,B,G,B,B,B,B,B,B,B (where G=Antiaircraft Gun)
3. Sucker Punch: B,G,B,G,B,B,B,B,G,B,G,B
4. Airborne: B,G,B,B,G,B,SB,B,G,B,B,B (where SB=Super Bunker)
5. Two Gun: G,B,B,B,SB,G,B,B,G,B,B,G,SB,G,B
6. Super Bunker: B,G,SB,G,B,SB,G,B,G,SB,G,B
7. Scrapyard: B,B,SB,G,B,B,G,B,B,B,G,B,SB,G,B
8. Blindspot: SB,G,B,G,B,B,G,B,B,B,G,B,B,SB,B,B
9. Wasteland: B,G,B,SB,G,B,B,LP,B,B,SB,G,B,B (where LP=Landing Pad)
10. Midnight Oasis: SB,G,B,B,B,LP,G,SB,G, B,G,B,G,SB,G

missile launcher, all the infantry one can field, with another missile launcher in the middle of the pack, three more tanks, a final missile launcher and two or three vans in trail. Engineers are unnecessary in this round. Get the helicopter out in front to pulverize the enemy convoys and hold enemy helicopters at bay until one's convoy is within striking distance. If the initial vans don't make it, chances are still good the group will have captured the enemy funds and be in control of 90% of the battlefield, thereby guaranteeing success of the next group (unless one is foolish with helicopter resources).

Level Two is very similar to the first, with the exception of the antiaircraft gun. This should be destroyed early on and rebuilt using engineers, to make the enemy chopper pay a price for coming across center field after the friendly convoys.

Level Three divides the AA gun menace equally, giving each side two guns in close proximity to the base. Neither side possesses a distinct advantage, so victory usually goes to the player who controls the airspace between the opposing sets of guns. Use plenty of missiles in the convoys, and lure the enemy helo out by flying in his face and turning tail to bring him into missile range.

Level Four gets its name because of the strategically located Super Bunkers, which are always best defeated by airborne assault.

Levels Five through Eight incorporate variations on tactics already discussed, with the following additional features. Level Seven begins with an enemy van almost at the base. Its immediate destruction is not only required, it is further complicated by the presence of a missile launcher, which will have the player ducking and dodging immediately. Level Eight introduces napalm (particularly effective on large troop concentrations), which should be used to advantage whenever possible. The secret to winning the last two levels involves maintaining control of the central landing pads. (Level Ten's is largely obscured by on-screen terrain, but its location is noted in the table above.) Without them, the player is forced to fly all the way to base to refuel and rearm, incurring a prohibitive loss of air support for convoys in the process.

In summary, carefully plan strategic objectives, manage resources to build effective convoys and TAKE THE WAR TO THE ENEMY! See you in the Alley.

—Ed Dille

Romancing the Stoney Heart of China

SIERRA ON-LINE
Version: IBM PC

Dynamix's *Heart of China* is a classic adventure game that draws its inspiration from the heroes and heroines of pulp literature. Utilizing a windows-style graphic interface, players rely upon dialogue and character interaction, as opposed to exploration and combat, in order to win the game.





The story begins in 1930 Hong Kong, where our protagonist, Jake Masters, is having a rough run of luck in the air freight business. Opportunity arises when the daughter of Jake's major creditor is abducted and spirited away to the mountain hideaway of a Chinese warlord. E.A. Lomax offers Jake a chance to get out of his debt by rescuing his daughter Kate, and even kicks in a $100,000 reward, which will be reduced $20,000 for each day that passes, of course.

Each major location only has a few areas to visit and people to interact with, so finding the way around is easy. Jake should initially leave the docks and take the rickshaw to town in search of a ninja named Chi. He is located in the bar on the right side of the screen, although one will not see him there initially. Talk with Ho, the bartender, and remember to stay in character when selecting dialogue responses. This is crucial throughout the entire game, and one would not be hurt by remembering the "rough and tumble" witticisms expressed in the *Indiana Jones* movies when portraying "Lucky" Jake Masters.

The conversation with Ho will generate an encounter with some goons hanging out in the bar. Don't try to avoid them, as they are the only way to get to Chi. When things get ugly, one would do well to chide the largest goon about his weight. This is the only response that will lead to Jake punching out one of the goons and Chi arriving to break it up.

Convincing Chi to help rescue Kate from Li Deng's fortress isn't difficult if one doesn't appear foolhardy as well as courageous. Getting Chi to fly there on the *Yankee Eagle*, Jake's plane, is more difficult. The only way is to grab one of the leaflets blowing around on the street and make it into a paper airplane to explain the principles of flight. After this, leave the bar with Chi and go to Wu's herb shop with the Chi icon in the lead position. He'll be able to interact more readily with Wu to obtain the necessary items: healing herbs, a fake passport and a map showing a secret entrance through the sewers to Li Deng's castle.





Go to the airport, but do not try to use the fake passport to leave the country. Instead, talk to the customs official. From there, it's an uneventful flight to the Chinese interior.

When the landing screen appears, select the middle field to land, to avoid either being spotted by the guards or ending up too far away from the fortress. A peasant will appear, and, once again, Chi should be the one to interact with him. It's not too difficult to talk him out of his clothes with the offer of some choice tobacco, and, by doing so, Chi will be able to enter the fortress through the main gate (although it still won't be easy). The fortress is well guarded and Jake should opt to take the secret route in, regardless of the smell.

The only way to get to Kate is to keep all the guards busy at once. If one thinks of some of the classic distraction techniques, they will be getting warm. There are still a couple of obstacles to be overcome before Kate can be rescued. The first involves two poisonous snakes, and it must be admitted that there is no way one can avoid Kate getting bitten, so don't waste time with saved games trying to change this. The second involves Jake countering the hordes of guards, which now threaten imminent death. It's a good thing there is a tank sitting around that no one is using. At this point, players have the option of playing out an arcade sequence or accepting a win and moving on. The end result doesn't change other aspects of the game, so it really is just a player preference.

Although the clock is still running, it is necessary to go to Tibet to get the cure for Kate's snakebite. Murphy makes a cameo appearance, and the plane runs out of fuel in the mountains. Jake's crash landing is good, but the plane is left dangling over a precipice. Either Chi or Jake must stay with Kate while the other goes for help. Save the game at this point and explore both options.

When the villagers from Kathmandu arrive to save the day, it is impossible to get them to help move the plane until their local dictator, Bojon, is deposed. Visit the Lama, the bar and the rest of the village, and one's options will quickly become apparent. Time is of the essence, however, as a storm is approaching that threatens to send the plane to the bottom of the chasm.

Once all this is settled, the party should head for Paris via Istanbul, as Li Deng makes things very difficult for a straight trip back to Hong Kong. Unfortunately, some of Jake's old "friends" have long memories, and he ends up in jail upon arrival. Kate has to raise some money to get him out, and the only way to do it is to beat a huckster at a shell game numerous times. Save the game at this point to ensure you win; too much time has been invested at this stage to start over.

The key to emptying the huckster's pockets is to ignore the banter that serves as a distraction both in the game and in real life. Once Jake is out, an alternate means of transportation must be sought. It seems as if Li Deng's minions have caught up with Chi and the *Yankee Eagle*, both of which are now history. Fortunately, one can always hop the Orient Express. Unfortunately, so can the bad guys.

This leads to the final arcade sequence of fisticuffs on the train. As before, it can be skipped if desired. The rest of the train ride should be devoted to finalizing the romance between Jake and Kate, and the player can select dialogue for these sequences based on either's point of view. It is possible to progress to this point, leaving all the bad guys behind, and still not obtain the maximum possible rating due to the lack of romance. To action arcade types, this may seem a little unfair, but, after all, the name of the game is *Heart of China*.

—E.D.

The Video Game Specialists

OVER 30,000 CARTRIDGES IN STOCK

SEGA™ 2600™ ADAM™ ATARI 7800™ COLECOVISION™ ATARI 5200™ GAME BOY™

24 HOUR ORDER/INFO LINE
(214) 218-5800

We can accept *VISA* and *MASTERCARD* orders by phone. Money orders can be mailed to us for prompt processing. In stock games ship within 24 hours. All games are brand new, even though our prices resemble other's charges for used games. Normal UPS shipping and insurance is $1 per cartridge and $5 per game system. Texas residents must pay 7.25% sales tax. A single $3 processing charge is assessed per order. Prices and availability subject to change. We are proud to be a member of the Better Business Bureau of Dallas, and have been serving our customers since 1986.
COMPARE OUR SERVICE AND SELECTION!

NINTENDO™ LYNX™ SEGA GENESIS™ *Personal Arcade*™ ATARI XE™ TURBO 16 GRAFX™ JOYSTICKS ACCESSORIES HAND HELDS INTELLIVISION™

HERE ARE JUST A FEW EXAMPLES

SEGA GENESIS		TURBOGRAFX-16		GAME BOY		ATARI LYNX		SUPER NES	
Game System	$149.95	Game System	$99.95	Game System	$89.95	Lynx Portable	$99.95	Game System	$199.95
ToeJam & Earl	$54.95	TurboGrafx-CD	$279.95	Choplifter 2	$27.95	Storm Over Doria	$44.95	Castlevania IV	$64.95
Golden Axe 2	$49.95	TurboExpress	$279.95	Hudson Hawk	$29.95	Ultimate Chess	$39.95	Super F-1	$59.95

COLECOVISION		NEO-GEO		SEGA GAME GEAR		ATARI 7800		PERSONAL ARCADE	
Game System	$99.95	Game System	$439.95	Game System	$149.95	Game System	$49.95	Game System	$39.95
Hand Controller	$19.95	Burning Fight	$199.95	SMS Adaptor	$39.95	Ace of Aces	$24.95	Donkey Kong Jr	$14.95
+Over 90 Titles Available!!		Alpha Mission 2	$189.95	Berlin Wall	$31.95	Hatrick	$19.95	Cabbage Patch Kid	$19.95

VISA

FOR A COMPLETE CATALOG
SEND YOUR NAME, ADDRESS, AND MACHINE TYPE
PLUS $1 FOR POSTAGE AND HANDLING TO:

TELEGAMES USA
BOX 901V • LANCASTER, TEXAS 75146

MasterCard

CIRCLE #161 ON READER SERVICE CARD.

These Are Your Games On GAME GEAR.



These Are Your Games On GAME GEAR With MASTER GEAR™



Any Questions?

Master Gear™ . . . Turns The GAME GEAR™ Into A Portable Master System™!

With the exception of Lynx, Pheasant and Sega Card-On games, Master Gear™ works on any GAME GEAR™ in any country!

Inside every box is complete list of Master System™ games that play on the Master Gear™, a 90 day warranty, a free lifetime membership to the Ultimate Game Club, and a free subscription to Beyond Gaming magazine!

Master Gear™ is available now at The Ultimate Game Club in the US, Compucentre in Canada, and other dealers near you! Call 1-800-289-2842 for the dealer nearest you, more information, or to order by mail. Suggested retail only $49.99!

Master Gear™ is a registered trademark of N.E.S. Inc. © 1991 N.E.S. Inc. Sega™ GAME GEAR™ Sega Card™ & Master System™ are registered trademarks of Sega of America, Inc. This product is not licensed by Sega of America, Inc.

CIRCLE #162 ON READER SERVICE CARD.



718-229-1435

NINTENDO
We Sell $13.95
We Buy $4.00

- 1942
- ADV OF BAYOL BILLY
- ADV OF LINK
- ATHENA
- BALLOON FIGHT
- BASEBALL
- BIONIC COMMANDO
- CASTLEVANIA
- COMMANDO
- DEADLY TOWERS
- DEMON SWORD
- DOUBLE DRIBBLE
- DRAGON POWER
- DRAGON WARRIOR
- EXCITEBIKE
- FAXANADU
- GAUNTLET
- GHOSTS N GOBLINS
- GOLF
- GOLGO 13
- GOONIES II
- GOTCHA
- GRADIUS
- GUMSHOE
- GUNSMOKE
- HYDLIDE
- ICE CLIMBER
- ICE HOCKEY
- IKARI WARRIORS
- IKARI WARRIORS II
- IRON TANK
- JACKAL
- KARATE CHAMP
- KARATE KID
- KUNG FU
- KUNG FU HEROES
- LEGACY OF THE WIZARD
- LEGEND OF KAGE
- LEGEND OF ZELDA
- L FEFORCE
- MACH RIDER
- METROID
- MUSCLE
- OPERATION WOLF
- PLATOON
- PRO-AM RACING
- RAMBO
- RENEGADE
- RUSH N ATTACK
- RYGAR
- SECTION Z
- SIMON'S QUEST
- SKATE OR DIE
- SPY HUNTER
- SPY VS SPY I
- STAR FORCE
- STAR VOYAGER
- T&C SURF DESIGNS
- TIGER-HELI
- TOP GUN
- TRACK AND FIELD
- TRACK AND FIELD II
- TROJAN
- URBAN CHAMPION
- WILD GUNMAN
- WINTER GAMES
- WIZARDS & WARRIORS
- WORLD RUNNER 3-D
- WRECKING CREW
- XENOPHOBE
- XEVIOUS

718-229-1435

We Sell $16.95
We Buy $5.00

- 3 EYES
- 1943
- 720
- ADV OF LOLO
- ALIEN SYNDROME
- ANTICIPATION
- ARCHON
- ASTYANAX
- BACK TO THE FUTURE
- BAD DUDES
- BASES LOADED
- BLASTER MASTER
- BOMBERMAN
- BREAKTHRU
- BUMP N JUMP
- BURAI FIGHTER
- BURGERTIME
- CASTLE QUEST
- CITY CONNECTION
- CLASH AT DEMONHEAD
- COBRA COMMAND
- COBRA TRIANGLE
- CODE NAME V PER
- CONTRA
- CYBERNOID
- DASH GALAXY
- DEFENDER OF THE CROWN
- DEFENDER II
- DESERT COMMANDER
- DESTINATION EARTHSTAR
- DR CHAOS
- DONKEY KONG
- DONKEY KONG JR
- DONKEY KONG 3
- DOUBLE DRAGON
- ELEVATOR ACTION
- ELWAY'S QUARTERBACK
- FESTERS QUEST
- FLYING DRAGON I
- GHOSTBUSTERS
- GODZILLA
- GUARDIAN LEGEND
- GUERILLA WAR
- GYRUSS
- HOOPS
- INDIANA JONES TEMPLE
- INFILTRATOR
- IRONSWORD
- JAWS
- JORDAN VS. BIRD
- JOUST
- KARNOV
- KID NIKI
- LEGENDARY WINGS
- MAJOR LEAGUE BASEBALL
- MAPPY LAND
- MARIO BROS
- MILON'S SECRET CASTLE
- MONSTER PARTY
- MYSTERY QUEST
- NINJA GAIDEN
- NINJA KID
- PEBBLE BEACH
- POPEYE
- P O W
- PREDATOR
- PRO WRESTLING
- PUNCHOUT
- RB BASEBALL
- RACKET ATTACK
- RAD RACER 3-D
- RAMPAGE
- RESCUE
- RIVER CITY RANSOM
- ROBO WARRIOR
- ROLLING THUNDER
- SHADOWGATE
- SKYKID
- SKY SHARK
- SLALOM
- SNAKES REVENGE
- SOCCER
- SPELUNKER
- STINGER
- STR DER
- TAG TEAM WRESTLING
- TENN S
- THREE STOOGES
- THUNDERCADE
- TWIN COBRA
- TWIN EAGLE
- VINDICATORS
- VOLLEYBALL
- WILLOW
- WRESTLEMAN A

We Sell $22.95
We Buy $8.00

- ABADOX
- A BOY AND HIS BLOB
- ADV IN MAGIC KINGDOM
- ADVENTURE ISLAND
- ADV OF LOLO 2
- AFTERBURNER
- AIR FORTRESS
- AIRWOLF
- ALL PRO BASKETBALL
- BACK TO FUTURE 2&3
- BATMAN
- BATTLE OF OLYMPUS
- BATTLE TANK
- BIGFOOT
- BLADES OF STEEL
- BOULDER DASH
- BUBBLE BOBBLE
- CABAL
- CAPTAIN COMIC
- CAPTAIN SKYHAWK
- CASINO KID
- CASTLE OF DRAGON
- CHIPS & CAPERS
- DEXTERITY
- DIG DUG 2
- DOUBLE DARE
- DOUBLE DRAGON II
- DONKEY KONG CLASSICS
- DONKEY KONG JR MATH
- DRACULAS CURSE
- DRAGON SPIRIT
- DUNGEON MAG C
- DYNOWARZ
- FANTASY ZONE
- FAST BREAK
- FIGHT NG GOLF
- FIST OF THE NORTH STAR
- FREEDOM FORCE
- GALAGA
- GALAXY 5000
- GHOSTBLSTERS 2
- G I JGANS ISLAND
- HEAVY BARREL
- HEAVY SHREDDIN
- JEOPARDY
- JEOPARDY JR
- JEOPARDY 25TH ANNIV
- JOURNEY TO SILIUS
- KICKLE CUBICLE
- KID CARUS
- KID KOOL
- KINGS OF THE BEACH
- KIWI KRAZE
- KLAX
- KNIGHT RIDER
- LAST STARFIGHTER
- LODE RUNNER
- LOOPY
- LOW G MAN
- MAD MAX
- MAFAT CONSPIRACY
- MAGIC OF SCHEHERAZADE
- MARBLE MADNESS
- MARVEL'S XMEN
- MECHANIZED ATTACK
- MEGAMAN 2
- MICKEY MOUSECAPADE
- MIGHTY BOMB JACK
- M J LIPEDE
- MULE
- NARC
- NFL
- NINJA GAIDEN II
- NOBUNAGAS AMBITION
- ORB 3-D
- PACMAN
- PICTIONARY
- PINBALL
- PINBALL QUEST
- PINBOT
- PIRATES
- PUSS N BOOTS
- QBERT
- REMOTE CONTROL
- RING KING
- ROAD BLASTER
- ROAD RUNNER
- ROBOCOP
- ROCKET RANGER
- ROCK N BALL
- ROGER RABBIT
- SIX GUN THE KILLER
- SHINOBI
- SHOOTING RANGE
- SILENT SERVICE
- SILKWORM
- SNAKE RATTLE ROLL
- SOLAR SYSTEM
- SOLOMONS KEY
- SOLSTICE
- SPOT
- SOOON
- STARSHIP HECTOR
- STEALTH
- STREET FIGHTER 2010
- SUPER DODGE BALL
- SUPER MARIO BROS 2
- SUPERSPIKE V BALL
- SUPER SPRINT
- SUPER TETRIS
- TECMO BASEBALL
- TEEN NINJA TURTLES
- TIMELORD
- TOP GUN II
- TOTAL RECALL
- TURBO RACING
- ULTIMA
- WALL ST KID
- WHEEL OF FORTUNE
- WHEEL OF FORTUNE Family Edition
- WHEEL OF FORTUNE JR
- WIN LOSE OR DRAW
- WIZARDRY
- WORLD GAMES
- WORLD GRAND PRIX
- WRATH OF BLACK MANTA
- XEXYZ
- YO! NOID

We Sell $29.95
We Buy $12.00

- ARCH RIVALS
- BAD NEWS BASEBALL
- BATTLE CHESS
- BIG BIRD
- BUGS BUNNY CASTLE
- BUGS BUNNY BIRTHDAY
- CALIFORNIA GAMES
- CAVEMAN GAMES
- CHIP N DALE
- CLASS C CONCENTRATION
- CONFLICT
- CONQUEST CRYSTAL PALACE
- CRYSTALIS
- DAYS OF THUNDER
- DEATH RACE
- DESTINY OF AN EMPEROR
- DICK TRACY
- DIRTY HARRY
- DR MARIO
- DUCKTALES
- DUSTY DIAMOND SOFTBALL
- EVERT AND LENDL TENNIS
- FINAL FANTASY
- FUNHOUSE
- GAUNTLET 2
- GOAL
- GREMLINS 2
- HEROES OF THE LANCE
- HOLLYWOOD SQUARES
- HUNT FOR RED OCTOBER
- INDIANA JONES LAST CR
- JACK NICKLAUS GOLF
- JACKIE CHAN'S KUNG FU
- LITTLE NEMO
- LUNAR POOL
- MANIAC MANSION
- MEGAMAN
- MEGAMAN 3
- MENDEL PALACE
- METAL FIGHTER
- METAL MECH
- MUPPET ADVENTURE
- NINJA CRUSADERS
- PAC-MANIA
- PALAMEDES
- PAPERBOY
- PIPE DREAM
- PLAY ACTION FOOTBALL
- PUNISHER
- RAD GRAVITY
- RAD RACER II
- ROLLERBALL
- ROMANCE 3 KINGDOMS
- SESAME ST ABC
- SESAME ST 123
- SHADOW OF THE NINJA
- SILVER SURFER
- SKATE OR DIE 2
- SKI OR DIE
- SNOOPY
- SOLAR JETMAN
- STAR TROPICS
- SUPER C
- SUPER GLOVEBALL
- SUPER OFF ROAD
- SUPERMAN
- SUPER MARIO BROS 3
- SWORDS & SERPENTS
- TECMO BOWL
- TECMO WRESTLING
- TEEN TURTLES II
- TETRIS
- TOMBS & TREASURES
- TOOBIN
- TRICK SHOOTIN
- ULTIMATE BASKETBALL
- WWF CHALLENGE
- WEREWOLF

We Sell $34.95
We Buy $20.00

- BASEBALL SIM 1 000
- BASEBALL STARS
- BASE WARS
- BATTLE TOADS
- BLACK BASS
- CHAMPIONSHIP BOWLING
- CHESSMASTER
- CHUBBY CHERUB
- DOUBLE DRAGON II
- DRAGON WARRIOR 2
- GENGHIS KHAN
- MONOPOLY
- MS PACMAN
- RBI BASEBALL I
- ROBOCOP 2
- S DE POCKET
- THE SIMPSONS
- ULTIMA QUEST AVITAR
- VEGAS DREAM

SEGA GENESIS
We Sell $19.95
We Buy $8.00

- AIR DIVER
- ALEX KIDD ENCH CASTLE
- ATOM C ROBO-KID
- BUDOKAN
- BLRN NG FORCE
- COLUMNS
- CYBERBALL
- FATAL LABYRINTH
- FORGOTTEN WORLDS
- GHOSTBUSTERS
- GHOULS AND GHOSTS
- HERZOG ZWEI
- JAMES POND
- KLAX
- LAST BATTLE
- MOONWALKER
- MYSTIC DEFENDER
- PAT RILEY BASKETBALL
- PHELIOS
- RAMBO III
- SHADOW BLASTER
- SHOVE IT
- SOCCER
- SPACE HARRIER II
- SUPER HANG ON
- SUPER HYDLIDE
- SUPER THUNDERBLADE
- TARGET EARTH
- THUNDER FORCE II
- TRAMPOLINE TERROR
- TRUXTON
- WH P RUSH
- ZANY GOLF
- ZOOM

We Sell $24.95
We Buy $10.00

- AFTERBURNER II
- ARROW FLASH
- BATTLE SQUADRON
- BIM N RUN
- BLSTER DOUGLAS BOXING
- DICK TRACY
- DJ BOY
- DYNAMITE DUKE
- E SWAT
- FINAL ZONE
- FIRE SHARK
- GAIN GROUND
- GRANADA
- HELLFIRE
- INSECTOR X
- ISHIDO
- JUNCTION
- POPULOUS
- SUPER MONACO GP
- SUPER VOLLEYBALL
- TECHNOCOP
- TURNAMENT GOLF
- WINGS OF WOR

We Sell $29.95
We Buy $15.00

- BLOCKOUT
- GAIARES
- GOLDEN AXE
- JOE MONTANA FOOTBALL
- JOHN MADDEN FOOTBALL
- HARD DRIVIN
- KINGS BOUNTY
- LAKERS VS CELTICS
- MICKEY MOUSE
- MIDNIGHT RESISTANCE
- MIGHT AND MAGIC
- MUSHA
- NHL HOCKEY
- PHANTASY STAR II
- POWERBALL
- RASTAN II
- REVENGE OF SHINOBI
- SHADOW DANCER
- SPACE INVADERS 91
- STAR CONTROL
- STORMLORD
- STRIDER
- SWORD OF VERMILLION
- THUNDERFORCE II
- TOMMY LASORDA BASEBALL
- ULTIMATE QIX
- VALIS III
- WARDNER

We Sell $39.95
We Buy $20.00

- ABRAMS BATTLE TANK
- BATMAN
- CENTURION
- FAERY TALE ADV
- FANTASIA
- HARDBALL
- PHANTASY STAR III
- PGA GOLF TOUR
- SONIC THE HEDGE HOG
- WARRIOR OF ROME

SUPER NES SYSTEM IN STOCK

Send $1.00 for complete catalog of over 800 titles including Gamebov, Turbografx-16 and Sega Master System Games.

ORDERING INSTRUCTIONS: Send orders to Play It Again P O Box 6718, Flushing NY 11365, Attn Order Dept **PLEASE PRINT CLEARLY. NO FOREIGN ORDERS.** In Canada only, write first to Microp ay Video Games 2555 Dixie Rd Mississauga ONT L4Y 4C4 Add $3 50 for shipping and handling on each order, $8 50 for Alaska Hawaii and Puerto Rico **NO CREDIT CARDS ACCEPTED. NO C.O.D. Orders** New York residents must add appropriate sales tax Personal check will delay shipment up to three weeks. We ship by United Parcel Service and U S Mail If you order **three or more** cartridges **in one order** and **list alternates for each,** we will pay the shipping (U S only) **We reserve the right to refuse any order.** All used cartridges are sold with a **ONE YEAR** limited warranty We put a (invisible to the eye) numbered code on all cartridges sold If the cartridge case or chip is tampered with damaged or abused, warranty will not be honored Order with confidence

718-229-1435

SHIPPING INSTRUCTIONS: Send to Play It Again Dept 1B, 67-258 186 Lane Flushing N Y 11365 **PLEASE PRINT CLEARLY.** Wrap cartridges securely. Include a list of what you are selling with your name address and telephone number If you send (5) five or more cartridges at one time we will add $2 00 to the total amount due Please ship by UPS or U S Mail Sega Genesis and Sega Master System cartridges must include the comp ete box We will deduct $1 00 for each missing instruction booklet 50¢ for missing slip case and $3 00 for each missing Gameboy box We deduct $3 50 for any cartridge we have to ship back to you If your games are not received by December 31 1991 we will pay you using the #23 effective January 1 1992

We are not related to or endorsed by any of the manufacturers of the products contained in this list We reserve the right to refuse any purchase or sale. Price subject to change without notice. Not responsible for typographical errors All items subject to availability ©**PLAY IT AGAIN 1991. All Rights Reserved.**

CIRCLE #176 ON READER SERVICE CARD.

Ultimate Game Club

1491 Boston Post Road, Old Saybrook, CT. 06475

1-800-Buy-At-Game-Club

(1-800-289-2842) Or (203)388-6741 Or Fax (203)388-0084

Call 1-900-TIP-LINE

For the latest Hints, Tips, Strategies, Passcodes, a Free Membership, New Games, New Release Dates and more information to make your gaming experience complete! **Call 1-900-TIP-LINE** for the weekly 900 special

1. We'll match any price any time on in stock merchandise.
2. We'll ship any game to you faster then anyone else; sometimes that same day!
3. We stock more games, been in business 11 years, & satisfied over 100,000 customers.
4. We sell only authorized licensed legal products.
5. If your order is over $50 you won't pay more for UPS Ground or US Mail shipping than your local sales tax.
6. If you don't recieve your game in 30 days you have the right to cancel your order and get a prompt refund.
7. Our PC Engine converter lets you play PC Engine games on your Turbo Grafx for only $39.99.

The Ultimate Game Club has the largest inventory of TurboGrafx, PC Engine, SuperGrafx & CD ROM games in the country!

This Months Specials

TurboExpress 299.99 w/ free carry pouch($20 value)!
TurboGrafx system 99.99 w/free PC Engine converter!
TurboGrafx CD-ROM system 299.99 w/free Red Alert CD!
Used TurboGrafx systems 69.99 w/free PC Engine converter!

New Game Specials

Bravoman	44.99	Legendary Axe II	39.99
Deep Blue	24.99	Tiger Road	44.99
Final Zone II	44.99		
Jack Nicklaus Golf	29.99 CD		24.99 Card

Used Game Specials 19.99 Each

Dungeon Explorer	Takin It To The Hoop
Blazing Lazers	Vigilante

Special: PC Engine Games Only 69.99 Each!

Buy Two & Get A Free PC Engine Converter!

04 CHAMPION	DEAD MOON	FORMATION SOCCER
AFTER BURNERII	DIE HARD	FORT OF NICOLAS
ALICE IN WONDER LAND	DIGITAL CHAMP	GAI FRAME
ARMED F	DODGE BALL	GAMBLER
ATOMIC ROBO KID	DON DOKO DON	GENPETOMADEN
AVENGER (CD)	DOWN LOAD 2(CD)	GOLDEN AXE (CD)
BARUMBA	DOWNLOAD	GOLF BOY
BATMAN	DRAGON SPIRIT	GOMOLA SPEED
BLUE BLINK	DROP ROCK	HEAVY UNIT
BULL FIGHT	EL-DIS(CD)	HELL EXPLORER
BURNING ANGEL	ENERGY	HELL FIRE
CHAMPIONSHIP WRESTLING	ETERNAL CITY	HONEY IN SKY
CITY HUNTER	EXILE	HONEY SCHOOL(CD)
COLUMNS	FI CIRCUS	HURRICANE
CRAZY CAR RACING	FAR EAST OF EDEN	IMAGE FIGHT
CYBER COMBAT POLICE	FINAL BLASTER	JACKY CHAN
CYBER KNIGHT	FINAL MATCH TENNIS	JAPAN WARRIORS

Plus many other PC Engine games we couldn't fit in this list!

Addams Family Special



For GameBoy Only 24.99! Nintendo Only 44.99!

CIRCLE #163 ON READER SERVICE CARD.

DIRECT DISTRIBUTORS

1-203-395-0851

-NEW GAMES AT DIRECT PRICES!
-USED GAMES AT BELOW COST!
-WE BEAT ANY PRICE ON ANY ITEM!
-WE SELL TO VIDEO STORES, TOY STORES, MINI-MARTS, MOM & POP STORES, AND OTHER BUSINESSES ONLY!
-WE STOCK ALMOST EVERY VIDEO GAME, SYSTEM, AND ACCESSORY MADE!
-BUY 1 TO 1,000 FROM OUR FULL COLOR CATALOG. SORRY NO SALES TO THE GENERAL PUBLIC!
-WE ALWAYS GET THE BEST GAMES FIRST!

ATARI
Nintendo
LYNX
SEGA GENESIS
TURBO GRAFX
SEGA

IF WE DON'T HAVE IT- THEY DON'Y MAKE IT!!!

CIRCLE #164 ON READER SERVICE CARD.

TOMMO VIDEO GAME DISTRIBUTION

TEL: (213) 680-8880 FAX: (213) 621-2177

For Japanese Video Game, Distribution & Wholesale Only

SEGA GENESIS

Donald Duck
M.E.R.C.S.
Outrun
Jewel Master
Pit Fighter
El. Viento
Golden Axe II
Arcus Odessey
Shadow Of The Beast
Mario Lemieux Hockey
Task Force Harrier
Beast Warriors
California Games
Bonanza Brother
Vapor Trail
Growl

Retail price
All 8 Meg game $59 Only

SUPER NES

Super Ghost & Ghoul
Castlevania
Joe & Mac
D-Force
Super EDF
John Madden Football
Caveman Ninja
Darius Twin
Combat Basketball
Tyson Power Punch
Jelly Bean

Retail price
$55 Only

GOOD PRICE, BEST SERVICE

GAME GEAR

Joe Montana Football
Halley Wars
Space Harrier
Ninja Gaiden
Chessmaster
Donald Duck
Clutch Hitter

$34 Only

JAPANESE VIDEO GAME

SEGA MEGA DRIVE
PC-ENGINE
NEO - GEO
GAME GEAR
GAMEBOY

MEGA DRIVE CD-ROM
(Coming Soon)

GAME SYSTEM

GENESIS SYSTEM
(with Sonic The Headgehog)

GAME GEAR SYSTEM

$149 Only

TOMMO
VIDEO GAME DISTRIBUTION

European, Austrailian & Canadian order welcome
Call or Fax for Price List

CIRCLE #165 ON READER SERVICE CARD.

COMPUTER GAMES +

---WE DO NOT SELL USED GAMES ---
ALL TITLES ARE FACTORY NEW

GENESIS
WITH SONIC
144.95

Genesis Accessorries

ARCADE POWER STICK	42.95
GENISTICK JOYSTICK	24.95
CONTROL PAD	19.95
POWER BASE CONVRTR	29.95
MIONITOR CABLE	9.95

Computer Software
We stock a tremendous selection of software for the following computers – call for latest releases, domestic and imported:

AMIGA – ST – PC

GAME GEAR
144.95

GAME GEAR ACCESSORIES:

TV Tuner	99.95
Gear To Gear Cable	14.95
AC Adapter	12.95
Cigarette Adapter	19.95
Recharage Batt Pack	39.95
Carry Case	12.95
Deluxe Carry Case	17.95

Neo Geo Gold – 549

Alpha Mission II	139.95
Baseball *or* Cyber Lip	139.95
Blues Journey	139.95
Burning Fight	139.95
Combat *or* Nam 1975	139.95
*Fatal Fury	139.95
Ghost Pilots	139.95
King Of The Monsters	139.95
League Bowling	139.95
Magician Lord *or* Golf	139.95
Riding Hero	139.95
*Robo Army	139.95
Sen-Go-Ku	139.95
Super Spy	139.95
*Thrash Rally	139.95

GENESIS
SEGA–ACTION

Alex Kidd	32.95
Decapattack	39.95
Dick Tracy	39.95
*Donald Duck	39.95
Fantasia	39.95
Flicky	22.95
Forgotten Worlds	46.95
Ghostbusters	39.95
Ghouls & Ghosts	46.95
*Jewel Master	39.95
Last Battle	39.95
Mickey Mouse	39.95
Moonwalker	44.95
Mystic Defender	44.96
Rambo III	42.95
Sonic	42.95
Spiderman	42.95
Streets Of Rage	42.95
Thunder Force II	34.95
ToeJam & Earl	42.95
Truxton	34.95
Zoom	34.95

IMPORTED MAGAZINES

SEGA POWER	6.95
ACE	6.95
Comptr+VideoGames	6.95
MEAN MACHINES	6.95
AMIGA FORMAT (disk)	8.95
AMIGA SHOPPER	6.95
AMIGA POWER (disk)	8.95
CU AMIGA (disk)	8.95
AmigaComputing(disk)	8.95
AMIGA ACTION (disk)	8.95
AMIGA GAMES (disk)	8.95
ST FORMAT (disk)	8.95
ST GAMES (disk)	8.95
ST USER (disk)	8.95
ST ACTION (disk)	8.95
subscriptions	available

SEGA–ARCADE

Afterburner II	39.95
Alien Storm	39 95
Bonanza Brothers	37.95
Columns	29.95
Cyberball	39.95
Dynamite Duke	39.95
ESWAT	39.95
Golden Axe	49.95
*Golden Axe II	42.95
*MERCS	46.95
Midnight Resistance	39.95
Outrun	39.95
Revenge Of Shinobi	49.95
Shadow Dancer	39.95
Space Harrier II	34.95
Strider	54.95
Super Hang On	37.95
Super Monico GP	39.95
Super ThunderBlade	34.95
Twin Cobra	34.95

SEGA–SPORTS

T Lasorda Baseball	49.95
Pat Riely Basketball	39.95
Bster Dglas Boxing	39.95
*California Games	39.95
Joe Mntana Football	39.95
Arnold Palmer Golf	44.95
*Mario Lmiux Hockey	39.95
Wrld Champ. Soccer	32.95
Super Volleyball	32.95

SEGA–ROLE PLAYING

Fatal Labyrinth	34.95
Phantasy Star II	57.95
Phantasy Star III	57.95
P. Star III Hint Book	14.95
Shining in Darkness	57.95
Sword Of Vermillion	57.95

SEGA–STRATEGY

Abrams Batle Tank	46.95
Herzog Zwei	39.95
688 Attack Sub	54.95

ELECTRONIC ARTS

Battle Squadron	24.95
Blockout	34.95
*Buck Rogers	54.95
Budokan	44.95
Centurian	44.95
Dark Castle	39.95
*F-22 Interceptor	44.95
Faery Tale Adv	39.95
*Fatal Rewind	39.95
Immortal	49.95
King's Bounty	34.95
Lakers Vs Celtics	39.95
Madden Football	39.95
*Marble Madness	34.95
Might & Magic	57.95
NHL Hockey	42.95
PGA Golf	47.95
James Pond	34.95
Populous	42.95
Road Rash	42 95
*James Pond II	42.95
*Rings Of Power	54.95
*Shadow Of Beast	49.95
Starflight	54.95
Sword Of Sodan	39.95
Zany Golf	24.95

MORE 3rd PARTY SEGA

Air Buster	42.95
Air Diver	39.95
*Arcus Odyssey	54.95
Arrowflash	42.95
Atomic Robo Kid	29.95
Batman	41.95
*Battlemaster	42.95
*Beast Warrior	54.95
*Berlin Wall	39.95
Bimini Run	39 95
Burning Force	27.95
*Caliber 50	49.95
Crack Down	39.95
Cross Fire	42.95
*Death Duel	54.95
*Dinoland	39.95
DJ Boy	44.95
*El Viento	54.95
Final Zone	39.95
Fire Shark	41.95
Gaiares	52.95
Gain Ground	39.95
Granada	42.95
*Growl	42.95
Hard Drivin'	44.95
Hardball	44.95
*Heavy Nova	49.95
Hellfire	42.95
Insector X	29.95
Ishido	41.95
Junction	34.95
*Kageki	39.95
KLAX	42.95
Marvel Land	49.95
*Mike Ditka Football	49.95
Ms Pac Man	34.95
Musha	47.95
Onslaught	42.95
*Pacmania	39.95
*Paperboy	39.95
Phelios	27.95
*Pitfighter	44.95
Powerball	42.95
Quad Challenge	44.95
*Raiden Trad	49.95
*Rampart	39.95
*RBI Baseball	42.95
*Road Blasters	39.95
Sagaia	42.95
*Saint Sword	42.95
Shadow Blasters	29.95
Shadow Dancer	42.95
Shove It	39.95
Space Invaders 91	39.95
*Speedball 2	42.95
Star Control	49.95
Storm Lord	47.95
Street Smart	39.95
Super Hylide	49.95
*Swamp Thing	44.95
Target Earth	47.95
*Task Force Harrier	44.95
Technocop	47.95
Thunder Force III	47.95
*Thunder Fox	39.95
Trampoline Terror	39.95
Ultimate Qyx	39.95
Valis III	54.95
*Vapor Trail	54.95
*Vasum	54.95
Wardner	39.95
Warrier Of Rome	54.95
Whip Rush	29.95
Wings Of Wor	44.95

GAME GEAR TITLES

*Chessmaster	29.95
*Clutch Hitter	32.95
*Donald Duck	32.95
Dragon Crystal	27.95
G-Loc	29.95
*Hally Wars	29.95
Joe Montana	32.95
*Leaderboard	32.95
Mickey Mouse	29.95
*Ninja Gaiden	32.95
*Putt & Putter	27.95
Revenge Drancon	27.95
Shinobi	32.95
*Slider	29.95
*Solitaire Poker	27.95
*Sonic	32.95
*Space Harrier	29.95
Super Monico GP	29.95
Woody Pop	27.95

LOWEST PRICES
if you find a lower price we will beat it and enclose a free $6.95 imported magazine back issue *CALL*

LYNX IN STOCK

come visit our store at
1839 E. Chapman
Orange CA, 92667
Store Hours Noon-6 Mon-Fri
(714)538-1234
Mail Order Hours 9-6 Mon-Sat
(714)639-8189

INQUIRIES, ORDER STATUS, & CA. ORDERS
(714)-639-8189

ORDER LINE – ORDERS ONLY PLEASE
(800)-443-8189

NO EXTRA COST FOR CHARGE CARDS Hardware shipping – call for quote.
Software shipping–$4. For 2 day air add $2 per title. COD orders add $4.

COMPUTER GAMES +, 1839 E. CHAPMAN, ORANGE, CA 92667

CIRCLE #177 ON READER SERVICE CARD.

Top Game Designers Reveal -

HOW TO DESIGN AND SELL VIDEO GAMES

60 minute VHS Cassette

send **$39.95** cash, check or money order to:
SLIGO VIDEO P.O. BOX 35433, Los Angeles CA 90035

CIRCLE #166 ON READER SERVICE CARD.

GAMES BOUGHT & SOLD

NINTENDO, SEGA, ETC. WE PAY MORE FOR USED GAMES AND SELL FOR LESS. SEND **NOW** FOR **FREE** LISTS.

FUN—N—GAMES

8130 La Mesa Bl. #209, La Mesa, CA 91941

CIRCLE #168 ON READER SERVICE CARD.

NINTENDO REPAIRS

Control Deck $25, RF Adapter $7, Controller $7. Send prepaid, M.O. cashiers check to IRATA REPAIRS 2562 E. Glade, Mesa, AZ 85204

CIRCLE #167 ON READER SERVICE CARD.

We're Fighting For Your Life.

American Heart Association

BELIEVE IT OR NOT!

$5.00*

* Nintendo & Game Boy only

Nintendo

Super NES GAME BOY

TURBO GRAFX 16

GENESIS

- ✓ Please help us to send you the information about $5.00 per game right away.
- ✓ Enclose $1.00 for shipping and handling.
- ✓ We will include $2.00 coupon for your 1st order.

Starland club™

4300 Evergreen Lane, Suite 307
Annandale, VA 22003 (703) 642-0813

Most orders will be shipped within 12 hours.

VCM101

Get the Savings Today!

Name _____ Age ___

Address _____

City _____

State _____ Zip _____

Phone (___) _____

Indicate systems you own
Nintendo ___ Turbo Grafx ___ Game Boy ___
Genesis ___ Other _____

Starland club™
4300 Evergreen Lane
Suite 307
Annandale, VA 22003

CIRCLE #170 ON READER SERVICE CARD.

SEGA GENESIS™

	We Sell	Used/We Buy
888 Attack Sub		29.95/15.00
Abrams Battle Tank		24.95/10.00
Afterburner II		19.95/8.00
Air Buster		19.95/8.00
Alex Kidd		19.95/8.00
Alien Storm		24.95/10.00
Arcus Odyssey		29.95/15.00
Arnold Palmer Golf		24.95/10.00
Arrow Flash		24.95/10.00
Atomic Robo Kid		24.95/10.00
Bat Man		24.95/10.00
Battle Master		29.95/15.00
Beast Warriors		29.95/15.00
Berlin Wall		29.95/15.00
Bimini Run		24.95/10.00
Block Out		29.95/15.00
Bonanza Brothers		29.95/15.00
Breach		29.95/15.00
Buck Rogers		29.95/15.00
Burning Force		24.95/10.00
B. Douglas Boxing		19.95/8.00
Caliber .50		29.9/15.00
Cast e of Illusion		19.95/8.00
Centurion		19.95/8.00
Chuck Rock		29.95/15.00
Corporation		24.95/10.00
Crack Down		19.95/8.00
Crossfire		19.95/8.00
Curse		24.95/10.00
Cyberball		19.95/8.00
Death Duel		24.95/10.00
Decap Attack		24.95/10.00
Dick Tracy		19.95/8.00
Dinoland		19.95/8.00
Dynamite Duke		19.95/8.00
El Viento		29.95/15.00
F-22 Interceptor II		29.95/15.00
Faery Tale		19.95/8.00
Fantasia		24.95/10.00
Fatal Rewind		29.95/15.00
Final Zone		19.95/8.00
Fire Shark		19.95/8.00
Gaiares		24.95/10.00
Golden Axe II		37.95/20.00
Granada		19.95/8.00
Growl 2		29.95/15.00
Hard Drivin'		19.95/8.00
Hardball'		24.95/10.00
Hellfire		19.95/8.00
Herzog Zwei		19.95/8.00
Immortal		37.95/20.00
Jesse Body Venture		29.95/15.00
Joe Montana F/B		24.95/10.00
John Madden F/B		29.95/15.00
Ka Ge Ki		24.95/10.00
Killing Game Show		24.95/10.00
Lakers vs. Celtics		24.95/10.00
Lemieux Hockey		29.95/15.00
Marvel Land		19.95/8.00
Master of Monsters		29.95/15.00
Mercs		24.95/10.00
Midnight Resistance		19.95/8.00
Might and Magic		29.95/15.00
Mike Ditka's F/B		24.95/10.00
Moonwalker		19.95/8.00
Ms. Pac Man		24.95/10.00
MUSHA		19.95/8.00
NHL Hockey		29.95/15.00
Out Run		29.95/15.00
Pacmania		24.95/10.00
Paperboy		29.95/15.00
PGA Tour		29.95/15.00
Phantasy Star II		24.95/10.00
Phantasy Star III		29.95/15.00
Pit Fighter		37.95/20.00
Populous		19.95/8.00
Powerball		24.95/10.00
Quackshot		29.95/15.00
Quad Challenge		24.95/10.00
Raiden Trad		24.95/10.00
Rampart		29.95/15.00
Rastan Saga II		24.95/10.00
RBI Baseball 3		37.95/20.00
RoadBlasters		29.95/15.00
Road Rash		29.95/15.00
Rolling Thunder 2		29.95/15.00
Sagaia		24.95/10.00
Saint Sword		24.95/10.00
Shadow Blaster		19.95/8.00
Shadow Dancer		19.95/8.00
Shadow of Beast		29.95/15.00
Shining in Darkness		29.95/15.00
Slaughter Sport		29.95/15.00
Sonic Hedgehog		24.95/10.00
Space Invaders '91		19.95/8.00
Speedball 2		29.95/15.00
Spiderman		29.95/15.00
Star Control		29.95/15.00
Star Flight		37.95/20.00
Street Smart		24.95/10.00
Streets of Rage		29.95/15.00
Strider		19.95/8.00
Super Volleyball		19.95/8.00
Swamp Thing		29.95/15.00
Sword of Sodan		19.95/8.00
Sword of Vermilion		24.95/10.00
Syd of Valis		29.95/15.00
Task Force Harrier		29.95/15.00
Technocop		19.95/8.00
Terminator		29.95/15.00
Thunder Force III		19.95/8.00
Thunder Fox		24.95/10.00
ToeJam & Earl		24.95/10.00
Tommy Lasorda Baseball		19.95/8.00
Tumican		24.95/10.00
Twin Cobra		19.95/8.00
Ultimate Qix		19.95/8.00
Valis III		24.95/10.00
Vapor Trail		29.95/15.00
Warrior of Rome		24.95/10.00
Whip Rush		14.95/4.00
Wings of War		19.95/8.00
Zany Golf		14.95/4.00
Zoom		14.95/4.00
R Type		19.95/8.00
Silent Debuggers		24.95/10.00
Sinistron		19.95/8.00
Sonic Spike		24.95/10.00
Space Harrier		19.95/8.00
Super Star Soldier		24.95/10.00
Splatterhouse		19.95/8.00
Super Volleyball		19.95/8.00
Tiger Road		19.95/8.00
Timeball		19.95/8.00
TV Sports Basketball		29.95/15.00
TV Sports Football		19.95/8.00
TV Sports Hockey		29.95/15.00
Vegues Tactical Gladiator		19.95/8.00
Victory Run		14.95/4.00
Vigilante		14.95/4.00
Y's 3		29.95/15.00

Used TurboGrafx 16 Cartridges

	Used
Aero Blasters	24.95/10.00
Alien Crush	14.95/4.00
Battle Royale	24.95/10.00
Bloody Wolf	19.95/8.00
Bomberman	24.95/10.00
Bonk's Adventure	19.95/8.00
Bonk's Revenge	29.95/15.00
Bravoman	19.95/8.00
Cadash	24.95/10.00
Champions Forever Boxing	24.95/10.00
Chew Man Fu	14.95/4.00
China Warrior	14.95/4.00
Cyber Core	19.95/8.00
Deep Blue	14.95/4.00
Devil's Crush	19.95/8.00
Double Dungeons	14.95/4.00
Dragon Spirit	14.95/4.00
Dragon's Curse	19.95/8.00
Impossamole	24.95/10.00
Jack Nicklaus Turbo Golf	24.95/10.00
JJ & Jeff	14.95/4.00
King of Casino	24.95/10.00
Klax	19.95/8.00
Legendary Axe	14.95/4.00
Legendary Axe II	19.95/8.00
Military Madness	19.95/8.00
Moto Roader	14.95/4.00
Neutopia	19.95/8.00
Ninja Spirit	19.95/8.00
Ordyne	14.95/4.00
Pac Land	14.95/4.00
Parasol Stars	24.95/10.00
Psychosis	19.95/8.00

Used SUPER NINTENDO Cartridges

	Used
Actraiser	44.95/25.00
Bill Lambeer's Combat Basketball	44.95/25.00
Castlevania IV	37.95/20.00
Chessmaster	37.95/20.00
D Force	37.95/20.00
Darius Twin	37.95/20.00
Drakkhen	37.95/20.00
F Zero	29.95/15.00
Final Fight	37.95/20.00
Gradius III	29.95/15.00
Hole In One Golf	29.95/15.00
Hyperforce	37.95/20.00
John Madden F/B	44.95/25.00
Paperboy 2	37.95/20.00
PGA Tour Golf	44.95/25.00
Pilot Wings	29.95.15.00
Populous	29.95/15.00
SimCity	37.95/20.00
Super Baseball Simulator 1000	44.95/25.00
Super Bases Loaded	37.95/20.00
Super Ghouls 'N Ghosts	44.95/25.00
Super Off Road	37.95/20.00
Super Play Action Football	44.95/25.00
Super R Type	37.95/20.00
Ultraman	37.95/20.00
UN Squadron	37.95/20.00
Zelda III	44.95/25.00

We also have New Super Nintendo and Genesis Titles

VISA MasterCard

Credit Card Orders Call:
(209) 432-2684
Call for titles not listed

Send your Cartridges/Orders to:

BRE Software
Dept. VG1
352 W. Bedford, Suite 104
Fresno, CA 93711

Credit Card Orders: (209) 432-2684
24 Hour Recorded Info Line: (209) 432-2644
Dealers Welcome - Call or FAX (209) 432-2599

For a current price list of Lynx, Nintendo, Super Nintendo, Genesis, and TurboGrafx 16 products, send Name, Complete Address and $1 for Postage and Handling to:

BRE Software
Dept VCT
P.O. Box 25151
Fresno, CA 93729

Titles in *ITALICS* are newer and may or may not be available, please call for availability. All Used Genesis TurboGrafx 16 and Super Nintendo Cartridges must include box and instructions. We pay cash or store credit for Genesis and Super Nintendo cartridges. We pay STORE CREDIT ONLY for TurboGrafx 16 and Nintendo cartridges. A 1 Used Cartridges have a 90 DAY WARRANTY and are subject to availability. Although all prices are subject to change without notice, most prices in this ad will be effective thru January 31, 1992. We reserve the right to refuse any sale or purchase. Please call our information line for any changes in prices, policies or procedures before sending cartridges. Allow 21 days for personal checks to clear. Send money order for faster processing. Due to the nature of game cartridges we are unable to give refunds. For shipping add $5.00 for the first cartridge and $.50 for each additional. Alaska/Hawaii/APO double shipping charges. Calif. Res. add 7.75% tax. If we do not receive your package by January 31, 1992 or your game titles are not listed in this ad, you will be paid from our current price list. To receive prices in this ad you must include the "Dept. #" (far left) on the **OUTSIDE** of your package. Include your Name, Address, and Phone Number on a piece of paper on the **INSIDE** of your package. If you are unclear about any of our policies, procedures or prices, please call.

CIRCLE #169 ON READER SERVICE CARD.

BIG, BAD, AND ARMED TO THE TEETH.



Pilot's Station



Electronic Warfare Station



Offensive Weapons Station



MEGAFORTRESS

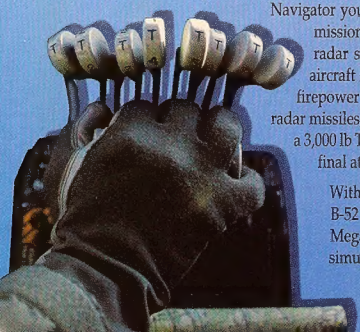
BASED ON FLIGHT OF THE OLD DOG, DALE BROWN'S BEST-SELLING NOVEL

It's the enemy's worst nightmare: a nearly-invisible heavy bomber, carrying enough firepower to destroy the most heavily defended installation in the world.

Forget run-of-the-mill flight simulators. Megafortress is in a class by itself: a radically modified B52H Stratofortress, with radar-absorbing fibersteel skin and enough state-of-the-art sensory and weapons systems to jam and blast its way into any target on earth.

It's a huge, complex aircraft that demands attention to a dizzying array of tasks. Your mission isn't simply to fly Megafortress; your job is to deliver 200 tons of death and destruction across 5000 miles of unfriendly airspace and eliminate a specific, heavily-defended target, all the while keeping your location a secret. To succeed, you must master the *four* different stations that control Megafortress' systems.

You're not just a Pilot, responsible for takeoff and landing, mid-air refueling and other basic maneuvers. As Navigator you'll plot a course halfway around the world, keeping the mission on track; as Electronic Warfare Officer you're glued to a radar scope, hunting for threats, jamming signals, keeping the aircraft hidden; as Offensive Weapons Officer you have massive firepower at your disposal: air-to-air missiles, anti-radar missiles, and air mine rockets for defense, and a 3,000 lb TV/infrared guided glide bomb for the final attack.



With missions designed by Dale Brown, B-52 navigator and best-selling author, Megafortress isn't just another flight simulator; it's an adventure in the reality of strategic air assault *today*.

THREE-SIXTY PACIFIC, INC
2105 S. BASCOM AVE. STE. 380
CAMPBELL, CA 95008
408-879-9144

TO ORDER: VISIT YOUR RETAILER OR CALL 800-245-4525 IN THE USA AND CANADA

FEATURES

- *Multi-position bomber simulation with Pilot, Navigator, Electronic Warfare and Offensive Weapons.*
- *Complete electronic countermeasures mirror current "stealth" technology.*
- *Multiple missions designed by Dale Brown in 3 different geographical areas: Iraq/Kuwait, eastern USSR, and USAF Red Flag training center.*
- *Arsenal includes air-to-air and air-to-ground missiles, anti-radar missiles, air mine rockets, standard high-explosive "iron" bombs, and a 3,000 lb TV/infrared guided glide bombs.*
- *Terrain guidance radar screens operating at realtime speed.*
- *Full 256 color VGA graphics in a 3D world with universal camera angles.*
- *Sound Blaster and AdLib sound.*
- *Package includes Dale Brown's bestselling novel,* Flight of the Old Dog.

CIRCLE #171 ON READER SERVICE CARD.

Double Action, Double Fun on Game Gear













BATTER UP

BATTER UP has hard-hitting power, screaming line drives, impossible diving catches and sizzling pitches. Whack that fast-ball into the grandstand! Hurl hair-raising curve balls past the batter. Leap to snag mile-high fly balls. You control the lineup, call in pinch hitters and relief pitchers, even bunt and steal bases. Choose from 14 teams, two stadiums, plus five and nine-inning games. With two Game Gears, challenge a friend to create your own world series.

PAC-MAN

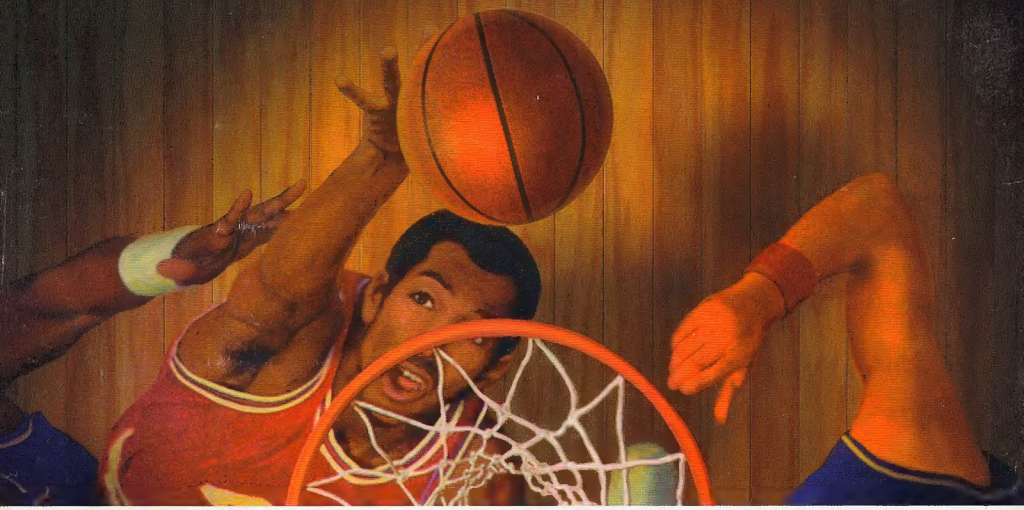
Here's PAC-MAN, zipping around the maze munching yummy ghosts. If they catch him, he's ghostflakes! Chomp down power dots and fruit treats for big bonus points. Connect two Game Gears for extra ghost-mania. Choose different rounds to even up the competition. When you gulp a ghost, it pops up in your friend's maze. Then he's got double trouble, and you've got the points!

namco
The Game Creator

Namco Hometek, Inc.
3255-1 Scott Blvd. Suite 102
Santa Clara, CA 95054-3013

© 1991 Namco Ltd., All Rights Reserved. PAC-MAN, BATTER UP, and *The Game Creator* are trademarks of Namco Ltd. These games are licensed by Sega Enterprises, Ltd. for play on the SEGA GAME GEAR SYSTEM. SEGA™and GAME GEAR™ are trademarks of Sega Enterprises, Ltd.

Remake NCAA® Tournament History.



Announcing NCAA Basketball: Road To The Final Four.® Your opportunity to prove history doesn't have to repeat itself.

Road To The Final Four is your court-side ticket to the most anticipated sporting event of the year. With *Road To The Final Four* you take control of the entire tournament! Whether you choose to go up against the best college athletes in the country, coach your own all-star team, or cheer on as your favorite team battles its way to the National Championship, *Road To The Final Four* will put you right into the middle of all the NCAA tournament action.



The entire sixty-four team roster has been expertly rated, player by player. Artificial intelligence and accurate statistics in over 14 categories keeps the action hot and authentic. Play, Coach or Sideline modes enable you to participate at whatever level you choose and still maintain the realism of the tournament. Use the teams supplied or create your own dream team using your favorite players and pit them against the current champions. Reseed the tournament and answer all those nagging "what-if" questions from last season!

The unique, real-time AutoCam™ feature automatically provides the optimal viewing perspective while enabling you to stay in control of the on-court action. The AutoCam actually gives you the feel of live network TV coverage as it changes camera angles during the action!

Road To The Final Four is a joint effort by the creators of *Wayne Gretzky Hockey*™ and *Earl Weaver Baseball*™, two of the most critically acclaimed sports programs of all time. This team effort has yielded an unprecedented level of excellence that brings all the heart-pounding excitement of NCAA Basketball action to your PC.

Become this year's MVP. Try *Road To The Final Four* today and make your place in NCAA history!

BETHESDA SOFTWORKS™

Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850
Visit your local dealer or call 301-926-8300 for more information.

NCAA, NCAA logo and Road To The Final Four are registered marks of The National Collegiate Athletic Association and are used under license. Software Program Copyright 1991 Bethesda Softworks & Mirage Graphics. All Rights Reserved. All other trademarks are the property of their respective owners.

CIRCLE #173 ON READER SERVICE CARD.

RetroMags

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

